

**No1  
FOR  
CBM 64!**

A NEWSFIELD PUBLICATION  
No. 56 DECEMBER 1989

**£1.50**  
US \$ 4.50



**TURBO  
OUT RUN**  
**EXCLUSIVE  
REVIEW!**



**STUNT  
CAR  
RACER**

**Geoff Crammond's  
Sizzling race game**

**INTERPHASE**

**The most imaginative game yet?!**

**MYTH System 3**

**CABAL**  
**Ocean's  
spectacular  
shoot-'em-up**

**SACKFULS OF XMAS  
GOODIES TO BE WON!!**

**XMAS DAY AT THE ARCADES**





# THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

## TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

## BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide... **CHASE H.Q.**

AMSTRAD <b>£9.99</b> COMMODORE	SPECTRUM <b>£9.99</b> SPECTRUM	ATARI ST <b>£19.99</b> ATARI ST	AMIGA <b>£24.99</b> AMIGA
--------------------------------------	--------------------------------------	---------------------------------------	---------------------------------







V O T E D

# ARCADÉ GAME OF THE YEAR





# A COMPILATION TO BEAT ALL COMPILATIONS

SEGA®

THUNDERBLADE™

Hold on to your stomachs, unscramble your brains for the journey of a lifetime in the most advanced Helicopter gunship ever conceived.

L.E.D. STORM™

CAPCOM™

The road race game of the year, puts you in control of a high powered futuristic vehicle through nine fast, furious and hazardous stages.

ATARI®  
GAMES

BLASTEROIDS™

Battle your way through Sectors and Galaxies riddled with asteroids and deadly enemy ships.

INDIANA JONES™

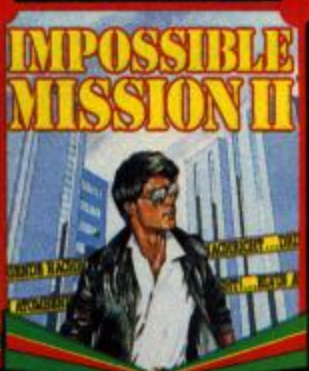
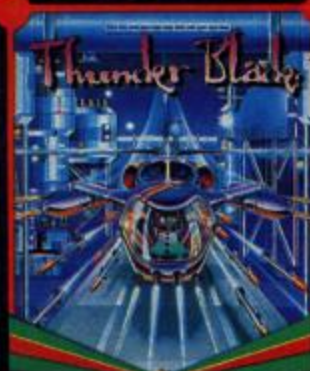
Indy's quest is to recover the sacred and powerful SANKRA STONE and free the enslaved children of MAYA PORE. Only you can help him!

IMPOSSIBLE MISSION II™

EPYX®

One of Epyx's all time greats. The evil Elvin Atom Bender is back in power. Your mission—infiltrate and neutralize his five tower strongholds.

# WINNERS!



THUNDER BLADE™

L.E.D. STORM™

INDIANA JONES & THE TEMPLE OF DOOM™

BLASTEROIDS™

IMPOSSIBLE MISSION II™

THE CHAMPION OF...

...GAMES COMPILATIONS

The greatest names with the greatest games together in one mind-blowing compilation so you can see why we've called it WINNERS.

"WINNERS DO IT FROM THE FRONT!"

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

U.S. GOLD®

CBM 64/128 SPECTRUM 48/128K & AMSTRAD  
CASSETTE & DISK  
AMIGA & ATARI ST (Excluding Temple of Doom)





ISSUE 56 DECEMBER, 1989

# CONTENTS

## FERRARI FEATURES

### 18 RPG WARS

Ed interviews Brian Fargo, President of RPG specialists, Interplay.

### 42 ARCADES

Robin Hogg spends his life savings testing the latest coin-ops.

### 64 CARTRIDGE COMPARISON

Techie Andrew Roberts compares the new KCS Power Cartridge with Datel's Action Replay.

## CARBURETTOR COMPS

### 27 RING THE ZZAP! HOTLINE

And win a ghettoblaster from Logotron!

### 49 THALAMUS GO CRAZY!

And give away a stereo monitor and even more goodies!

### 63 WIN A MEGA-BUGGY!

From Activision in this easy-to-enter Power Drift comp!

## GASKET GAMES

### 8 TURBO OUT RUN

The most beautifully presented, playable driving game ever gets a well deserved Gold Medal.

### 14 MYTH

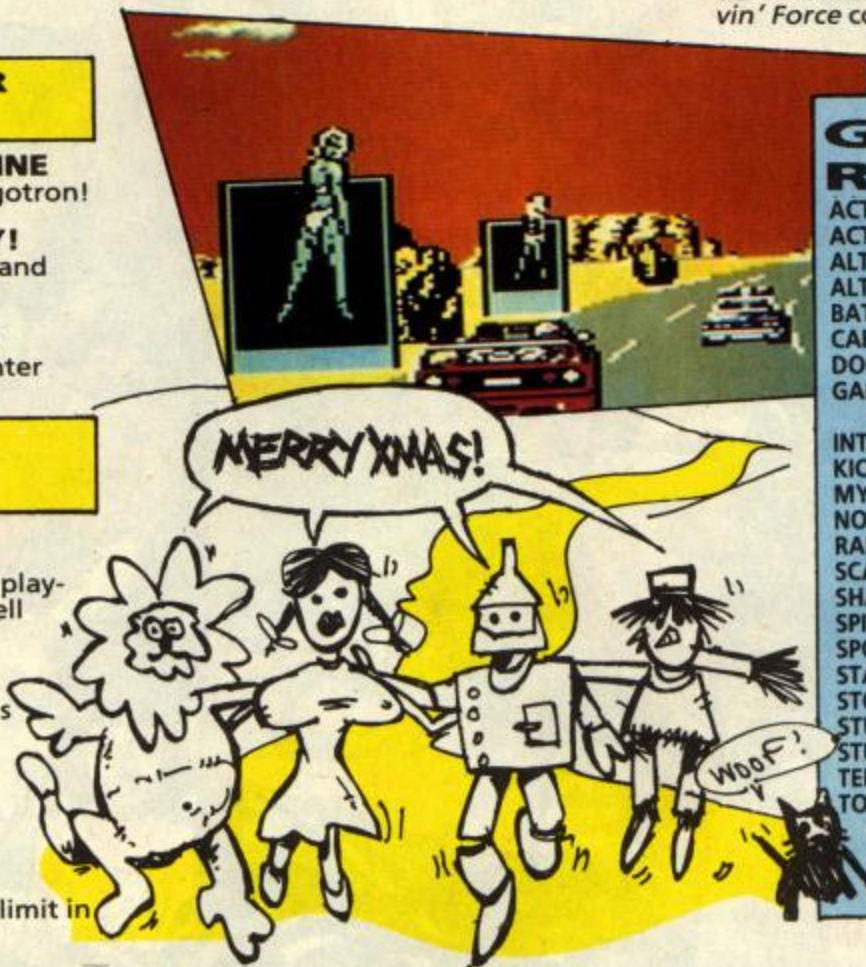
Travel through time in System 3's Sizzling classical classic.

### 74 STUNT CAR RACER

An amazing 3-D race game by Geoff Revs' Crammond.

### 78 INTERPHASE

Stretch your imagination to the limit in this surreal Sci-Fi Sizzler.



## RACING REGULARS

### 7 THE WORD

Read all about it: all the latest Xmas news straight from the North Pole.

### 21 SCORES

Wot, no Kick Off scores? Well, only one or two!

### 24 ZZUPERSTORE

Yes, even more bargains head your way courtesy of Dr Frey.

### 29 RRAP

Lloyd hears enough of Blackpool, and gets extremely irritated, especially when he gets no Xmas cards.

### 35 COR BLIMEY!

Top Gun flies back in along with several other oldies plus new release, Spitfire.

### 37 NORMAN NUTZ

At last, Level 9's Scapeghost is here along with SSI's Sci-Fi RPG, Star Command.

### 45 CLASSIFIEDS

For sale: Lada Convertible, doubles as a skip.

### 53 PIG IN A POKE

You want tips but don't want to wait on tables? Here's the answer: eight pages of hints, cheats, and maps.

### 81 PREVIEWS

News of Eye Of Horus and Cloud Kingdom from Logotron, Digital Magic's Drivin' Force conversion, and many more.

## GAMES REVIEWED

ACTION FIGHTER	68
ACTION FIGHTER (Amiga)	68
ALTERED BEAST	14
ALTERED BEAST (Amiga)	14
BATTLE CHESS	17
CABAL	71
DOGS OF WAR (Amiga)	77
GAMES: SUMMER EDITION (Amiga)	68
INTERPHASE (Amiga) (S)	78
KICK OFF	70
MYTH (S)	14
NORTH AND SOUTH (Amiga) (S)	69
RAMPAGE	35
SCAPEHOST (GM)	39
SHADOW OF THE BEAST (Amiga)	76
SPITFIRE	35
SPORTING TRIANGLES	70
STAR COMMAND	37
STORMLORD (Amiga)	77
STUNT CAR RACER (S)	74
STUNT CAR RACER (Amiga) (S)	74
TERRY'S BIG ADVENTURE	17
TOP GUN	35
TURBO OUT RUN (GM)	8
XENOPHOBE	16
XENOPHOBE (Amiga)	16

**EDITORIAL** 47 Gravel Hill, Ludlow, Shropshire SY8 1QS ☎ 0584 5851/2/3 Editor: Stuart Wynne Sub-Editor: Phil King Staff Writers: Robin Hogg, Lloyd Mangram Editorial Assistants: Viv Vickress Contributor: Andrew Roberts Photography: Cameron Pound, Michael Parkinson **PRODUCTION** 1/2 King Street, Ludlow, Shropshire SY8 1AQ ☎ 0584 5851/2/3 Production Manager: Jonathan Rignall Designer and Illustrator: Mark Kendrick Assistant Designer: 'International Treasure Hunter' Mel Fisher Reprographics/Film Planning: Matthew Uffindell, Robert Millichamp, Tim Morris, Jenny Reddard Editorial Director: Oliver Frey Group Advertisement Manager: Neil Dyson Advertisement Sales Executives: Sarah Chapman, Caroline Blake Assistant: Jackie Morris ☎ 0584 4603 0584 5852 MAIL ORDER Carol Kinsey **SUBSCRIPTIONS** PO Box 10, Ludlow, Shropshire, SY8 1DB Typeset by the Tortoise Shell Press, Ludlow. Colour origination by Scan Studios, Islington Green, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of the BPCC Group. Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

**COMPETITION RULES** The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of Zzap!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions - and that includes fish.

No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into Zzap! - including written and photographic material, hardware or software - unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates.



ISSN 0954-867X  
©Zzap! 64 Ltd 1989  
COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD  
A NEWSFIELD PUBLICATION



THE SUN'S BEATING DOWN,  
ROCK 'N' ROLL MUSIC'S PLAYING . . .



### BEACH VOLLEY

"THE GRAPHICS ARE OF A VERY HIGH STANDARD . . . OOZING WITH STYLE AND HUMOUR . . . THE EMPHASIS HERE IS ON FUN AND THERE'S CERTAINLY MORE THAN ENOUGH OF THAT ON SHOW."

"BRILLIANT!"

ALL THE FUN OF THE REAL THING BUT WITHOUT THE RISK OF SUNBURN AND SAND IN YOUR SHORTS! . . . HIGHLY RECOMMENDED."

ZZAP

THE ONE

It's time for Beach Volley –  
let's take on the world!

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.

Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.

This is Beach Volley . . . you may even catch a tan!

SPECTRUM 8.99  
SPECTRUM CASSETTE

AMSTRAD 9.99  
COMMODORE

**ocean**

Ocean Software Limited - 6 Central Street - Manchester - M2 5NS  
Telephone: 061 832 6633 Telex: 669977 OCEANS G - Fax: 061 834 0650



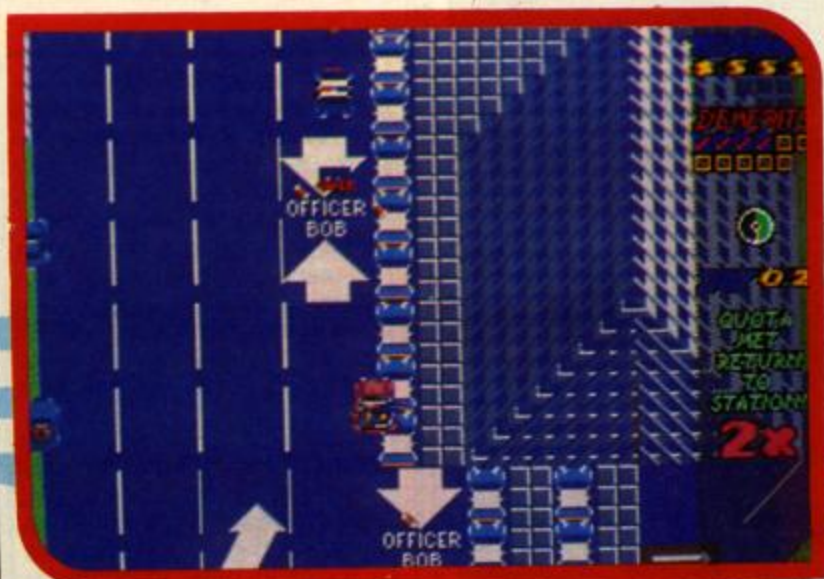
# NEW C64 AND AMIGA BUNDLES

Just in time for Christmas, Commodore have launched their new 64C bundle, The 'Light Fantastic' pack includes a Defender light gun and 3-D glasses to use with the three games which make up the '3-D Action Pack'. Also included in the bundle are the conventional titles, *Batman: The Caped Crusader*, *Mike Read's Pop Quiz*, and the Ocean compilation *Blaze Out*, as well as some music and paint utilities. All this plus, of course, the 64C itself complete with 1530 Datasette. The price of this Santa-sackful of goodies? A mere £149.99 – it must be Christmas!

Meanwhile prospective Amiga owners might be tempted by the new Batman Pack which features an Amiga A500 with TV Modulator plus *New Zealand Story Dpaint II*, *Interceptor*, and of course *Batman: The Movie*. All for £399.

## APB BULLETIN

The hilarious *APB* cops 'n' robbers game has just got a lot funnier on the Amiga, thanks to last minute changes by the Walking Circles programming team. The revamped game now on release has full-screen scrolling. The price of this Domark/Tengen 89% hit remains £19.99.



## TEN THINGS YOU NEVER KNEW ABOUT XMAS!

- ★ It was invented by Swedish forest ranger, J Christiansen, to help shift the thousands of fir trees in his garage.
- ☆ The official Christmas greeting has now changed from 'Merry Christmas' to 'Where's me bleedin' present then?'
- ★ Father Christmas really exists – he lives above a corner shop in Leamington-On-Spa.
- ☆ Santa never gets any of the mince pies left out for him because greedy parents always scoff them after their kids have gone to bed.
- ★ Everybody always wins the jackpot on the 'Charity Special' TV game shows.
- ☆ All the best TV shows are put on Christmas Day so everybody's too busy to watch them.
- ★ Slade only know one song – for the rest of the year they hibernate inside an old platform shoe box.
- ☆ Don't waste your time hoping for a White Christmas – the only snow at Christmas is on TV and in films.
- ★ The best Christmas present for a turkey is to wake up on Boxing Day.
- ☆ On Boxing Day some clever sod will always tell you how many shopping days are left 'till next Christmas.

## ALTERNATIVE SANTA

You might have thought that the fat geezer with the beard who climbs down your chimney at this time of year is Father Christmas. Well think again, because Alternative are set to release The Official Father Christmas (although why they've been keeping him locked up we don't yet know!).

In this festive game, you get to play Santa, building a sleigh, and collecting and delivering toys. The Official Father Christmas will be available very soon on the C64 for £2.99, with all royalties going to a very worthy cause: Save The Children Fund.

## DON'T TELL WILLIAM

Guess which legendary hero is next in line for computerisation. Yes it's probably the only famous Swiss person ever, William Tell. You know: the guy who goes round with a crossbow, shooting apples off little boys' heads – he'd get arrested for that nowadays!

Screen 7 are releasing *Crossbow: The Legend Of William Tell*: an arcade adventure licensed from the TV series 'Crossbow' (Never heard of it – Ed). In the meantime, take our advice: don't walk around with a Golden Delicious on your bonce!

## YOUR COMPUTER IS EVIL!

Or so say the Christian Exclusive Brethren who are demanding that their children be made exempt from using computers at school. The Brethren say that computers are a 'scientific imitation which rivals what God has put into living persons making man increasingly independent of God.' They also claim that the Antichrist will use computers and high technology when he leads the forces of evil.

This last statement has shocked us at ZZAP! so much that we have now forbidden those Satanic types from our film planning department from playing *Kick Off* on our Amiga – you never know, they could be planning the downfall of Western civilisation!

CHRISTMAS



# TURBO Out Run



US Gold, C64 £9.99 cassette, £14.99 disk.

▼ Taking it easy on the moonlit streets of a big city.



● Breaking Transamerican records with the loudest music, lousiest weather, and fastest cars!

**T**he Ferrari F40 and the Porsche 959 are two of the world's fastest supercars, both capable of 200mph plus. You own a beautiful red F40 and you know it's the best car in the world; cruising around New York with your girlfriend in the passenger seat is a great feeling. But then some creep in a 959 mouths off about his car being the best, despite having an engine with sewing machine hum rather than a Ferrari howl. You challenge him to race across America, from New York to Los Angeles, East Coast to West. It's strictly illegal and the cops are after you, but you're determined to show this guy up.

Before you start the race you can choose between a manual gear change (hi/lo) and automatic transmission. Then it's onto the streets of the Big Apple for a tyre-screaching start. There's

▼ Your epic course, as drawn in beautiful cartoon-style by Steve Crow.



While **Power Drift** offers the ultimate in 'single-load arcade racing, **Turbo** has gone for a multi-load extravaganza that more than justifies itself with masses of variety and high quality presentation. The basic coin-op has so many good details, like the snowstorms, the aggressive police cars and the burning oil that only a multi-load could hope to capture. And as the great intro title indicates they've worked overtime (lots of it) to cram each load with detail. From the prancing horses and snappy flicking needles on the speedometer, to the overwhelming speed of the graphics in Turbo mode, this is one classy product.



plenty of other traffic on the road, including police cars which try and bump you off the road! If the 959 somehow gets into the lead, press 'space' for turbo: the exhaust flames and



Mark Kelly and Steve Crow must now be counted true stars of the C64 scene. After a great conversion of **Mr Heli**, they've moved up to **Turbo Out Run** with deceptive ease. Rather than just getting the gameplay right, they've gone after the whole look and feel of the coin-op. Never before has an arcade game's amazing presentation been so brilliantly recreated. And the game itself is terrific. The nasty bends on the second load really make you sweat, while the police cars towards the end of the game have Ferrari engines to match your own and quickly turn an enjoyable bit of lawbreaking into a nightmare chase. All the race games we've seen so far have been good, if not excellent, but **Turbo** stands out for its amazing ambition and achievement.



the car zooms forward faster than even the 'Overheat' gauge at the bottom of the screen.

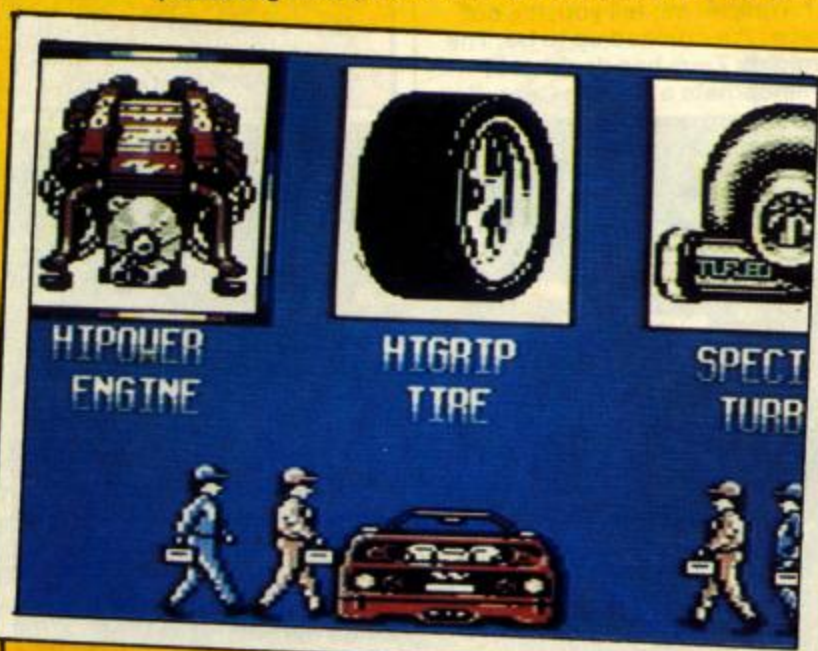
Each load is divided into four levels, each with its own time limit. When time runs out you slowly come to a stop - game over. You have five continue plays however. Complete a level with time to spare and it's added to your time limit for the next level. At the end of the level, time remaining is totalled up for a high score. Then you can pop into the workshop to choose from hi-grip tyres (extra traction on snow and grit), special turbo

(faster acceleration), and hi-power engine (higher top speed).

All the extra speed will be needed if you haven't beaten the 959 - in a great animated sequence he waves to your girlfriend at the checkpoint, and she gets

out to go for a ride with him! The race to get her back takes you through deserts, forests (with logs to bounce over), snowstorms, cities at night with oil on the road, and lots more besides. 16 levels make for one spectacular arcade game!

▼ Choosing which parts to tune-up is a crucial part of the game.



▼ Squeezing between a jeep and a massive billboard at high speed isn't easy.



Well, well, well - talk about squeezing a quart into a pint-pot and with no overflow either!!! Being a sceptic of all things involving 3-D on the 64 I'm now facing a double barrelled line-up of incredibly well done race games, namely **Power Drift** and now **Turbo Out Run**.

The presentation in **Turbo** is first class wherever you look: static pictures, bonus scenes, even the map at the end of your game is brilliant. With some lengthy Maniacs of Noise tunes to race to and some incredible samples this is the best presented program I've seen all year. It's got *all* the trimmings that made the coin-op such a fun game to play.

At last we have a decent horizon effect in a 64 race game and Probe have kept the speed up all the way. There are also some excellent little touches like the logs to jump over, oil, and barricades. On top of all this you get superb effects like the parallax scrolling in the background and weather.

Undoubtedly the best C64 conversion of a Sega coin-op yet.

**amiga**

A £19.99 Amiga version should be reviewed in our very next issue!

**update**

#### PRESENTATION 98%

Superb hip-hop intro tune, wonderful loading, bonus and end screens! Plans for cassette version promise to keep everything in, while minimising waiting.

#### GRAPHICS 95%

Fabulous F40, fast and smooth backgrounds/cars with lots of variety (16 stages) and tons of nice touches.

#### SOUND 96%

Incredible in-game tunes from the Maniacs of Noise and great FX.

#### HOOKABILITY 97%

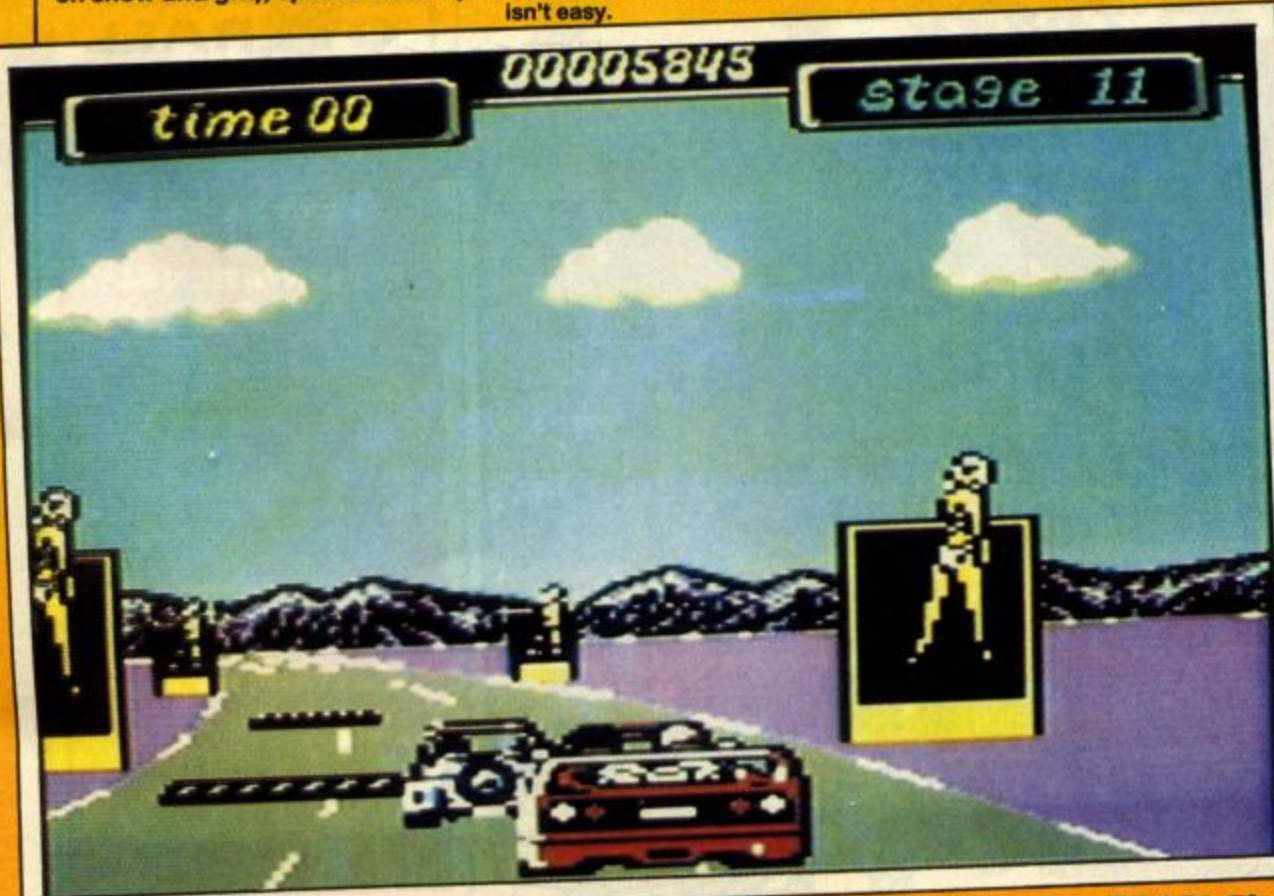
Typical arcade addictivity exerts an irresistible pull.

#### LASTABILITY 96%

Continue-play options allow you see a lot of the game, but getting the girl and the high score will keep you coming back.

**OVERALL  
97%**

Perfectly presented with all the superb playability of the coin-op.





# ALTERED BEAST

Activision, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

**M**ew! Woof! Baa! Moo! – ever felt like an animal? Well you should, as a human (we're assuming ZZAP! isn't read by two-headed aliens from the planet Zlod!) you are



I can't understand how Activision could have made such a stupid mistake with the Amiga conversion. Unlike the coin-op and the 64 version, the two players are absolutely identical, making two-player games totally confusing! Otherwise, on both machines, the graphics are fine although never really spectacular. The kick and punch gameplay is fun, but except for defeating the large nasties, that's basically all there is to it.

I found the 64 game to be marginally the more playable of the two (especially for two players), making better use of the machine, although the multiload is a pain.

technically an animal! But seriously, everyone must have wondered what it would be like to be a fire-snorting dragon or a bear without a sore head.

Well, let me tell you, it's not what it's cracked up to be. The mighty Zeus has decided to reincarnate a Roman Centurion

(you) to rescue the beautiful Athena (didn't she have a game of her own?!) from the clutches of the evil Nelf, Lord of the Underworld. To help you in your quest Zeus has given you the power to transform into various superpowered animals.

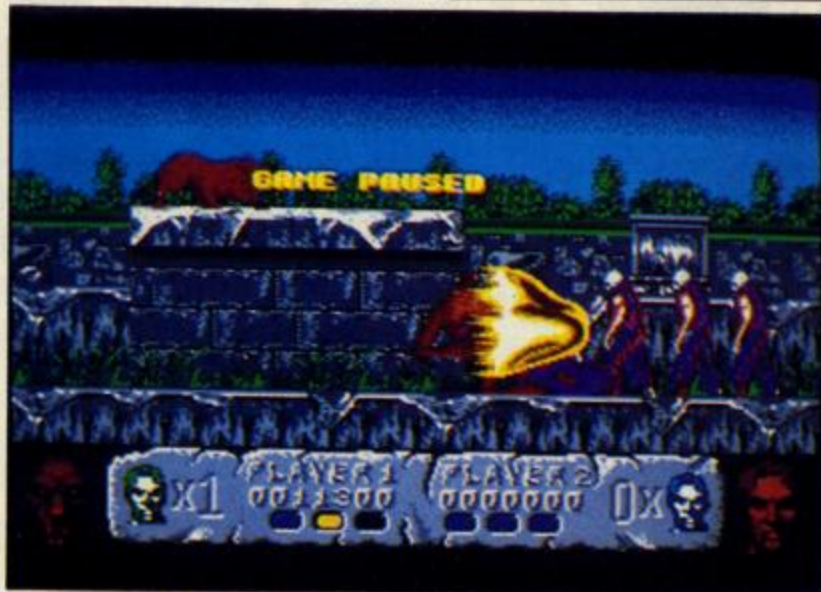
One or two players can take on Nelf's nasties on five horizontally scrolling levels in this conversion of a Sega coin-op. Starting off as a mere mortal, you must punch and kick the baddies which range from men to hopping and flying demons.



I've played *Altered* in the arcades, on the Megadrive and now on the two Commodores, but none of them really shine. On the C64 gameplay is a bit sluggish, but otherwise this is a fine version. By contrast the Amiga is so fast all the baddies can get overwhelming and the end-of-level monsters seem to take ages to destroy. Also, the identical sprites in two-player mode is a classic mistake. Still, a fine effort from Activision for a repetitive coin-op.

Occasionally a wolf will appear – when killed it leaves behind a 'spirit ball' (two on Amiga) – collect three (six – Amiga) of these and you will metamorphose into, depending on the level, a Werewolf, Dragon, Bear, WereTiger, or Golden Wolfman. Each of these creatures has special weapons; for instance the dragon snorts fire while the bear kills with its bad breath!

At the end of each level there's a huge monster. Beat this and you will be transported to next level, though to make it harder you are first changed back into a man.



▲ Player two is still human, for the moment (Amiga)



▲ I used to be a werewolf but I'm all right nowooooooooohhhhhh! (C64)

64

## PRESENTATION 80%

Great, Amiga-like intro sequence and inter-level screens, but at cost of heavy multiload.

## GRAPHICS 78%

Excellent scrolling backdrops, but sprites a bit blocky.

## SOUND 68%

Martin Walker intro music but dull in-game effects.

## HOOKABILITY 76%

The two-player mode increases initial interest.

## LASTABILITY 70%

The desire to see the next level/supercreature is strong, although basic kick and punch gameplay becomes repetitive.

## OVERALL 73%

A decent conversion of a so-so coin-op.

## amiga

## PRESENTATION 64%

Adequate, but 64 version shows more panache.

## GRAPHICS 72%

Effective recreation of arcade game, but the identical player sprites cause much confusion!

## SOUND 70%

Okay soundtrack and atmospheric 'roaring' sample during transformation.

## HOOKABILITY 67%

Easy to get into, although two-player games are frustrating.

## LASTABILITY 64%

A big challenge, but it gets repetitive.

## OVERALL 68%

A good conversion of a mediocre coin-op.





You've played the game  
**NOW GET THE VIDEO FREE**

INCREDIBLY, WE ARE GIVING AWAY A FREE VIDEO WORTH  
 AT LEAST £10 THIS CHRISTMAS/NEW YEAR THROUGH THIS  
 ADVERTISEMENT ONLY, WITH EVERY



CHOOSE  
 ONE FREE  
 VIDEO  
 FROM THESE  
 THREE

# LOAD-IT!

**DATA-RECORDER  
 FOR C64/128  
 COMPUTERS**

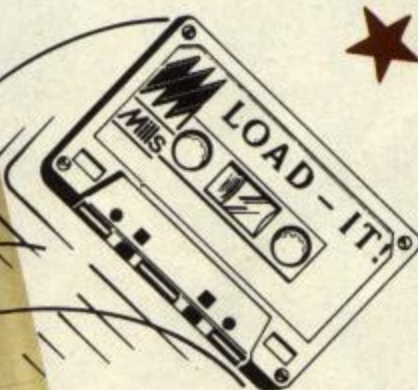
STILL FOR ONLY  
**£39.99** INC  
 P&P

★ **FIRST TIME LOADING  
 - EVERY TIME**

★ **ADJUSTABLE HEAD  
 ALIGNMENT**

★ **LED LIGHTS  
 TO INDICATE  
 MAXIMUM  
 SIGNAL POSITION**

★ **ONE FULL YEAR  
 GUARANTEE**



*THIS OFFER CLOSSES ON JAN. 30th*

**SEND OFF NOW**  
 FOR YOUR 'LOAD IT' AND FREE VIDEO

CUT-OUT OR PHOTOCOPY THIS COUPON AND SEND IT TO:

Mills Computer Products Ltd, Chewton Street, Eastwood, Nottingham NG16 3HB

PLEASE SEND ME ..... LOAD-IT(S)

NAME .....

ADDRESS .....

POST CODE .....

I ENCLOSE CHEQUE FOR £39.99 OR PLEASE DEBIT MY ACCESS/VISA ACCOUNT

CREDIT CARD PHONELINE

0773-761246



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SIGNED ..... EXPIRY DATE .....

MY CHOICE OF FREE VIDEO IS ☐ TOP GUN

(Please number your  
 1st and 2nd choice)

☐ LIVING DAYLIGHTS

(Please allow 28 days for delivery) ☐ TEMPLE OF DOOM

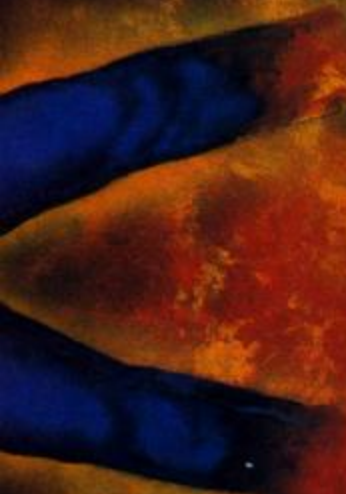
ZZ











# ATARI

## HISTORY IN THE MAKING

Actual C.64 Screenshots



S Y S T E M . 3

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG  
Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST





Test

XMAS

SLAYER

# MYTH

System 3, C64 £9.99 cassette, £14.99 disk



## System 3's fantastic fantasy fun

**J**ust another boring Wednesday, you thought as you reluctantly rolled out of bed. Just another day thinking up plots for your fantasy books and the weekend is just too far off to look forward to. Back to the grindstone, you thought as you put on those oh-so-cool jeans and stepped into those LA Gear trainers. 'Get something to eat' was your last thought in the 20th Century before promptly falling through the time-space continuum into a place you never learnt about in Geography. . . .

Spiralling back through the ages, you learn via a sen-surround voiceover that the evil god Dameron has taken command of the Earth and is corrupting the good godly fraternity. Dameron has also moved through time

spreading his evil influence into the hearts of men. The planet and its future are now looking very shaky indeed.

You've been selected to put things to right, but the forces of Good can't directly help you, and all those violent classical myths you learnt about at school have been made real to battle against you . . .

Heavenly briefing over, you land with a thump in a place where the central heating seems turned up a mite high - Hell. Set to give you an appropriate greeting is a rotting skeleton with a flashing sword. Use your fists and feet to send it to the lowest depths of Hades from whence it came, then nick the sword.

As you venture onwards, harpies buzz around like flies, get-

▲ More mythological mayhem in this classical classic

System 3 remain one of the few independent software houses developing original software for the C64. Their commitment to the C64 shines through in *Myth's* superlative presentation, graphically this is one of the most imaginative and varied games around. Gameplay crosses platform-and-ladders with arcade-adventuring. The puzzles can be a bit obscure, and combat is tough, but experienced gamesplayer will welcome this as the ultimate arcade-adventure. Nothing new perhaps, but still completely amazing.

ting in your way and even pushing you around. However, these pesky varmints are nothing compared with Old Nick himself who rises from the flames, or the Chimera which guards the exit to the next section. Make your escape and at least you'll be out amongst 'open plan' ruins, ready to fight Roman warriors, even more harpies, and a bewitching woman with an interesting present for those who treat her with respect.

Following the Roman/Greek scene are the ledges of Hades



with a wicked-looking Medusa and the end-level Hydra blocking your way. The sword is useless but if you keep ahead you may just get through (there's a clue in there).

You may be rewriting history but there's still a long way to go. The Norse age welcomes you aboard a Viking longboat as lightning flashes and the wind howls. The subsequent forest may seem peaceful enough but trolls, fire imps, and a funeral pyre pose some tactical problems. Thor is also to be met on the platforms high up in the clouds in the domain of the Gods, and is not the friendliest of souls, unsurprisingly.

And just when you thought things were getting worse, things DO get worse. Whisked off to Egypt for the third load, the ancient curses of the Pharaohs can easily prove fatal as traps spring forth from the walls and floors of the Pyramid passageways - that is if you can find your way into the pyramids to start with (try jumping).

Dameron awaits in all his evil

▼ Kick the skeleton but watch out; Old Nick is behind you







If you thought the **Barbarian** sword clanging was a good effect then you ain't heard nothing yet. Amazing sword clashes plus spine-chilling, rattlesnake hisses from the Medusa and roars from the Hydra and others combine with gorgeous graphics to create a superb atmosphere.

Each of the three sections per load may seem a little short but each requires different tactics to succeed. The programmer and graphic artist have been let loose with this game and created what must be the best platform game this year. A lot of the puzzles are along the *Tusker* line in difficulty and take some working out (perhaps a little too much in some places). At the same time you've got to survive the relentless onslaught of skeletons, soldiers, dungeon denizens, and evil deities. With 12 zones in all it doesn't seem a massive game at first glance, but just you play it and comment afterwards on the ease of it all – it ain't that simple!

▼ Above the red flames of hell, the Devil skewers you with his trident



▼ Use your head (or rather, Medusa's) to kill the Hydra



Having becoming totally immersed in the classics and mythology when I was a school kid I cannot enthuse enough about **Myth**. All the classic ages come to life on your C64 in the very, very capable hands of Peter Baron with faultless Bob Stevenson graphics.

The **Salamander**-style flames on the first level set the scene for a red hot game. It's great to see such a wonderful mixture of pure slash arcade action together with an unobtrusive, but thought-provoking strategy: getting the shield is a clever example requiring a little brain power and classical knowledge to succeed.

This is, to my mind, a dream come true with an atmosphere that goes through the roof. Needless to say the extra touches on what is a brilliant game really do leave you open-jawed – just when you think you've seen all of a level, along comes a little effect to cap it all.



glory in the fourth load where a confrontation of immense magnitude waits, the results will go down in the annals of history. It's your claim to immortal fame no less, but in the circumstances it's been a pretty lousy start to the day, even for a Wednesday.

**amiga**

The Amiga programmers will have to work hard to top the C64 one!

**update**

#### PRESENTATION 94%

Traditional System 3 quality packaging plus excellent ingame bits and bobs.

#### GRAPHICS 95%

The best character animation since the days of *Impossible Mission* with truly incredible creatures to defeat and outstanding backgrounds to admire.

#### SOUND 90%

Where there are sound effects they're marvellous. A great Maniacs of Noise sonic accompaniment to set the scene.

#### HOOKABILITY 87%

A little on the tough side to start, with some tricky puzzles to overcome...

#### LASTABILITY 96%

... but persevere and you're rewarded with ever more imaginative backdrops, creatures and puzzles through four extremely varied loads.

**OVERALL 94%**

*Clash of the Titans* was never this good!!!!



## XENOPHOBIA

MicroStyle, C64 £9.95 cassette, £14.95 disk; Amiga £24.99

**G**ames for adults' here take a slightly retrograde step back to your basic, 'blast everything that has pointy ears or green skin' xenophobia. The game, which shows as much understanding for aliens as Space Invaders, originated as a three-player Bally/Midway coin-op.

The plot traces Mankind's progress from failed forays into space during the 30s (2030s one presumes) to biological warfare in the 50s. In 2062, strange

transmissions are picked up by a probe orbiting Neptune. Obviously of alien origin, the transmissions cause a wave of fear, nay, a tsunami of xenophobia! In short order a group of space marines are assembled and blasted off into space. Upon arriving at the devastated, and alien-infested 015 space station it turns out only two men can be beamed in. The game starts with each player selecting his character.

Your mission objective is wipe



First impressions are very confusing, there seems to be so much happening. After a bit I got the hang of how the aliens attacked and so on, while items such as seeds and a knife promised a good adventure element. Unfortunately, while many of the items are useful (the knife can help cut tentacle aliens) there isn't enough to break up the basic blasting action. With only limited variety in backgrounds I ended up a bit disappointed with a game that seemed to promise a lot.

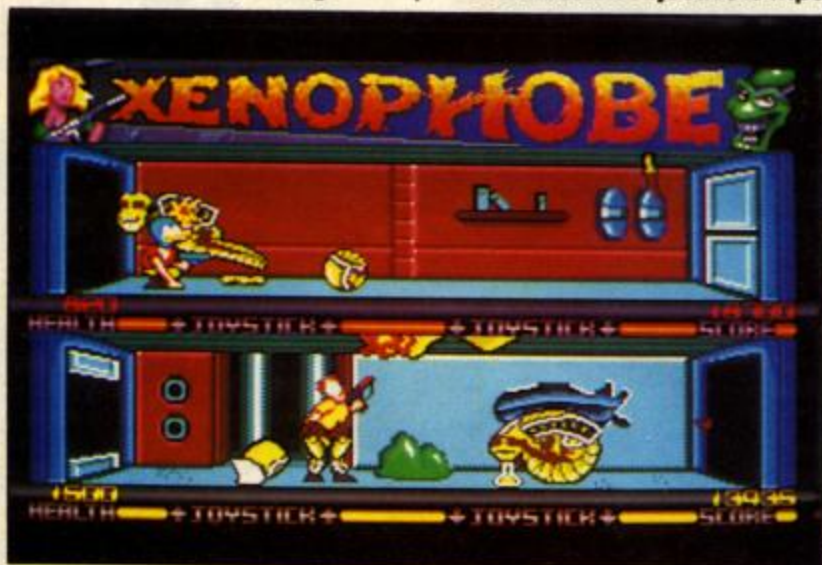


Although I've seen this odd little coin-op gathering dust in the corners of arcades I've never got round to playing it, probably because it looks a lot more complex than it actually is. That's one fault, the other is that the gameplay is far too similar from level to level although the action is frantic enough. Excellent pre-game presentation raises expectations only to see them fall down upon sight of the style of game and its limitations. Although well converted, *Xenophobe* isn't the best of coin-ops to begin with.

out the aliens and pick up all the hardware left scattered about. To complete a base you have to destroy a set number of aliens, or 'xenos', before they overrun it. Succeed and you're beamed back to your ship ready for the next base. If it looks like you're going to fail you can order a 'fast destruct'. The bases are composed of rooms which flick-scroll as you move about. Most bases have several levels to them, accessed by lifts.

The monsters all seem to be fairly close relations of HR Giger's Alien, and range from hatching pods to spidery things to tentacles reaching down to grab you by the neck. There's also a leaping snorterpillar (which spits acid) and a big alien which has an energy draining stare. You must also be careful of the base's own defence systems, which may attack you unless you have the right access cards.

Of course, there's quite a variety of weapons lying around which can be picked up. When you find one, text flashes up in an action window on the score strip; pull back and you pick it up. Similarly you can push buttons, break glass, fix gizmos, and perform several other interesting actions.



▲ Two players fight off an endless stream of aliens (Amiga)



▲ Suffering alienation on one of the many bases.

64

### PRESENTATION 90%

Great title music, music tape, speech, loading screen, and difficulty levels.

### GRAPHICS 76%

Attractive aliens and backdrops, but nothing spectacular.

### SOUND 94%

Choice of good FX or excellent soundtrack.

### HOOKABILITY 74%

A bit confusing to start with, but you soon get the hang of it.

### LASTABILITY 64%

There isn't that much depth.

**OVERALL 68%**

A brilliantly presented, but not especially well structured shoot-'em-up.

amiga

### PRESENTATION 82%

Same as the C64, but less impressive for machine.

### GRAPHICS 59%

Bright and cheerful, but nothing special.

### SOUND 76%

Good in-game tune and FX.

### HOOKABILITY 63%

Initially confusing.

### LASTABILITY 58%

Unlike the C64 game, you can't go on forever in two-player mode, but this added toughness just emphasises repetitiveness.

**OVERALL 62%**

A competent conversion of a mediocre coin-op.



# BATTLE Chess

Electronic Arts, C64 £14.99

**C**hess has been around for ages but it took Interplay to make it funny. Here, the pieces are represented by fully animated figures which stomp across the 3-D board. When a piece is taken a comic battle ensues, eg King takes Rook (a rock monster in the game): he pours out a potion opening a hole under the monster, who drops down and, after his clinging fingers have been stamped on, disappears!

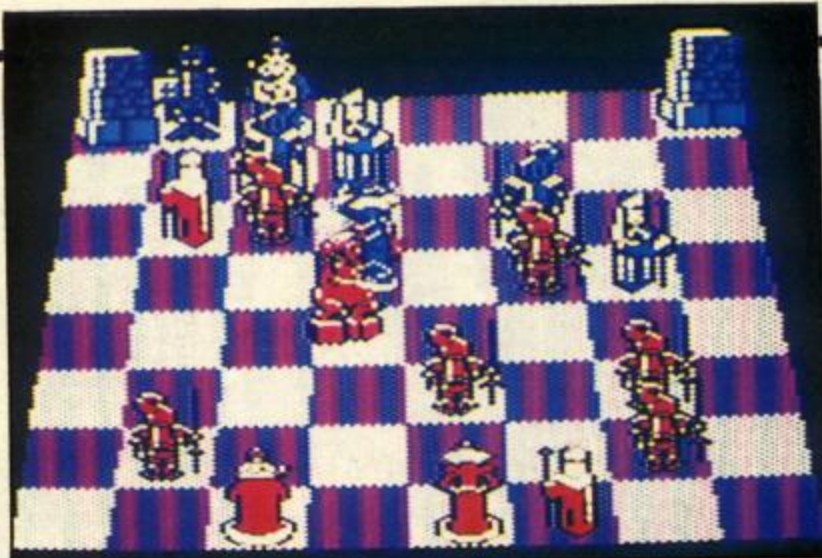
To save time, the animation can be turned off, and you can switch to a 2-D board. Games can be saved to disk and hypothetical positions created with the board editor. You can also take back moves, have the computer suggest your next move, or force the computer to make it's move instantly.



The first thing that strikes you is obviously the superb battle animation. I love the Pythonesque scene where the knight chops off his opponent's limbs until he's left hopping on one leg! The disk accessing for these scenes is quick, especially considering the good many minutes the computer needs to think. Overall this is a fine game, with brilliant humour. If this doesn't get you into chess, nothing will!



Amiga **Battle Chess** was a graphic showpiece that might have seemed unsuitable for conversion, but in fact Interplay have scored a hit. The graphics aren't Amiga quality, but they're good, and the humour which made the original has been brilliantly reproduced. Several hours can easily be spent trying out all the battle permutations. Once the novelty has worn off you can switch off the animation, letting the pieces simply slide around in what must be the best presented chess game ever.



▲ The King and Queen get together, but only to do battle

## PRESENTATION 90%

Plenty of options including save game, 2-D board, and two-player mode.

## GRAPHICS 92%

Brilliantly animated pieces in hilarious battles.

## SOUND 55%

Okay battle spot FX.

## HOOKABILITY 86%

Trying out all the battle permutations is utterly irresistible...

## LASTABILITY 82%

... seven levels provide gradually increasing difficulty.

## OVERALL 85%

Chess as Disney would've done it.

# TERRY'S BIG ADVENTURE



Shades, C64 £6.99 cassette, £9.99 disk

**Q**uite how an apparently normal boy called Terry should get into a fantastic battle with giant caterpillars and hedgehogs is a mystery. But as yo-yo-wielding Terry, you've

▼ Even more groovy mushrooms to collect in the bonus round

got to get to the far-right end of each of twelve levels within the time limit.

Along the way there's lots of magic mushrooms to collect, but watch out for the poisonous



Quite why Grand Slam has decided to put on the *Shades* for this one, I don't know. We received **Terry's** under the impression it was full price and thought it was pretty good; at mid-price it's even better. Presentation is only okay, but the familiar platforms-and-ladders gameplay is compulsive, making this very good value for money.

green-tinged ones!

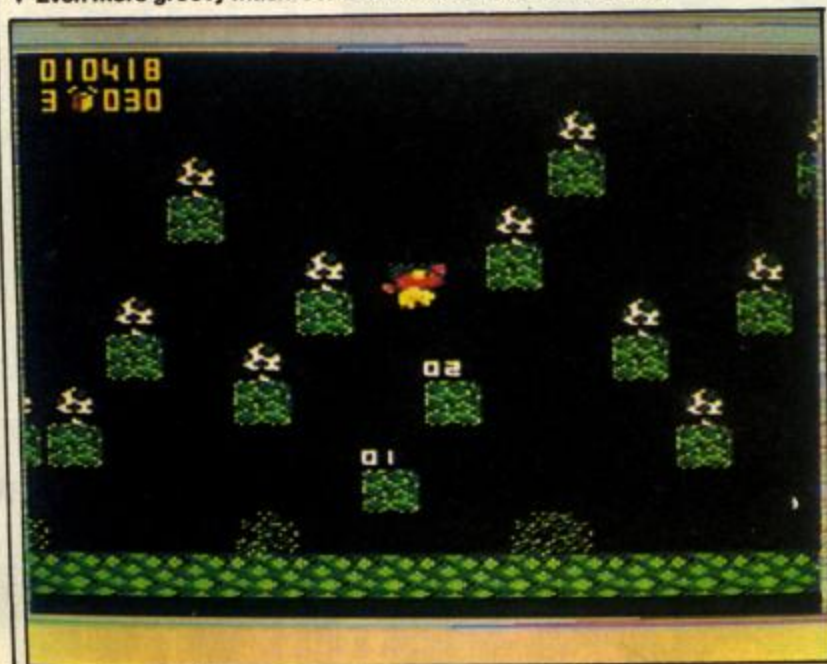
Protecting the mushrooms are villains including flying pink stars, hedgehogs, and balloons. Some of the baddies yield letters: collect T-E-R-R-Y and you become invulnerable for a while, spell out E-X-T-R-A to win another life.

The short-range yo-yo with a big recoil is useful, but for longer range firepower hurling big rocks is the answer.



Being a fan of the **Super Mario Brothers** style of game I found this instantly playable.

Terry is a little slow for my liking and the rebound effect of hitting nasties is rather silly but other than that it all plays well enough. **Terry's Big Adventure** isn't anything new over *Giana Sisters* but it's well presented and nicely priced.



## amiga

An Amiga version is imminent for just £14.99.

## update

## PRESENTATION 77%

No multiloop, but no two-player option either.

## GRAPHICS 72%

Cute and cheerful.

## SOUND 68%

A cheerful tune gets you into the spirit of it.

## HOOKABILITY 86%

Simple to get into...

## LASTABILITY 81%

... but very hard to stop playing.

## OVERALL 82%

Great value for money.



# RPG WARS

Interplay is the development team behind the incredibly successful *Bard's Tale* series: RPG games popular even with many arcade game fans. Now they've gone independent and are set to release the most sophisticated RPG yet seen - *Dragon Wars*. STUART WYNNE talked to company president Brian Fargo about his creation of an alternative fantasy world.

**T**he decision to split with Electronic Arts in the States was a brave one for Interplay, and while *Battle Chess* and *Neuromancer* made for an impressive debut, *Dragon Wars* is the big project. If it's successful a series of games seems likely. The RPG market is an intensely competitive one though - SSI are enjoying massive success with *Advanced Dungeons and Dragons*, Origin continue to develop the *Ultima* series, while FTL's *Dungeon Master* has put a whole new slant on the genre.

After a lengthy transatlantic trip Brian Fargo might be expected to be rather tired, but was in

the attacks are logical and you usually get good warning. Also, although it's harder to die now, if you do die it's effectively permanent. There is a location that you can use to resurrect characters, but it's very hard to find.

**How big is *Dragon Wars*?**

'Wars has a huge map, including 40 dungeons which range in size from 8x8 to 32x32. Of course, by dungeon I just mean a game area; many of them are above ground. The size has allowed us to make

it a lot more realistic. There are a lot of sub-adventures which you can go on, have a lot of fun with, but aren't really vital to winning. There are very few things you need to do to win, and usually there's more than one way of doing something. A lot of the time a puzzle will protect something, like an armoury, very useful for your quest but you can go on without it. I hate adventures where one puzzle stops the whole game for you.'

**What other changes are there?**

'Well, combat has been refined. You can now control battles a lot more precisely if you want. More importantly the characters have been made more credible. They can now do pretty much anything you want, a wizard can act as a thief for example. But obviously those who specialize get better at their professions.'

**What's the plot like?**

'It's our best ever, definitely. I'll give you an example. There's this castle under siege, and you're supposed to sneak in and do some damage to these villains. But when you get in you find some people who tell you they're the good guys, the baddies are on the outside. So you've got a choice. There are lots of these in *Dragon Wars*. We've also interlinked things, so people come up to you and say 'Hey, you killed my brother, I'm going to get you!'

**What's in the future for Interplay?**

'Currently we're working on some Nintendo products - it's such a huge market in the US now, and on the other end of the scale a CD-ROM version of *Battle Chess*. It's unbelievable working with CD, there's no limit on memory. There's also a game based on a book licence, which I can't reveal.'

**16-bit only games must be a big temptation.**

'It is, and we might do something 16-bit only, but we went into the C64 market to give it a good RPG and we've got a lot of loyalty to the machine. *Dragon Wars* uses C64 sprites to produce great colours and animation. We think it's going to do really well.'



Viviane

Halifax

Aviana

Harilyn

Longbeard



# 1000%

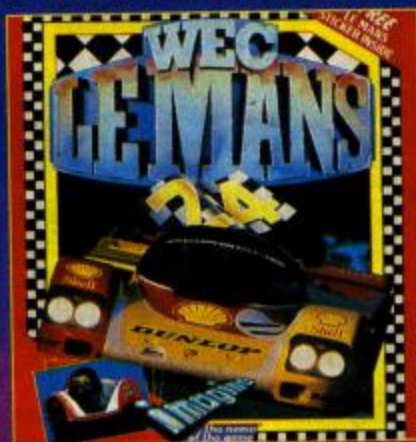
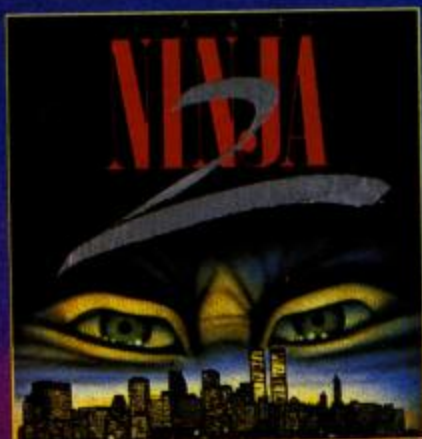
## POY N A M I T E

**AFTER BURNER**

**LAST NINJA 2**

**WEC LE MANS**

**DOUBLE DRAGON**



SHAKE... RATTLE... ROLL IT

**AFTERBURNER** — You've played the arcade smash — now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and **FIRE!**

AFTERBURNER™ SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd., Japan.

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

© System Three Software Ltd. All rights reserved.

The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance

Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

© Konami

Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

©1988 Mastertronic International, Inc.

# FOUR EXPLOSIVE HITS IN ONE SPECIAL COMPILATION

SPECTRUM  
COMMODORE  
AMSTRAD

**£14.99**

CASSETTE

FROM



ALSO AVAILABLE  
ON DISK

**£17.99**

Ocean Software Limited · 6 Central Street  
Manchester · M2 5NS · Telephone: 061 832 6633  
Telex: 669977 OCEANS G · Fax: 061 834 0650



# PREMIER MAIL ORDER

TITLE		CBM 64 TITLE		CBM 64		SEGA SOFTWARE		TITLE		AMIGA		AMIGA	
		CASS	DISK	CASS	DISK	NOW IN STOCK							
A.P.B.	6.99	9.99				SEGA SOFTWARE	PRICE	AIRBOURNE RANGER	15.99	LIGHTFORCE	16.99	AMIGA	16.99
ACE OF FACES	2.99							ALIEN MISSION 1	13.99	LOMBARD RAC RALLY	14.99		14.99
AFTERBURNER	6.99	10.99			2.99	ACTION FIGHTER	18.99	A-MAX	134.95	LORDS OF RISING SUN	19.99		19.99
AM CIV WAR Vol 1,2 or 3		14.99			2.99	AFTERBURNER	24.95	A-MAX WITH ROM	249.95	LOST PATROL	16.99		16.99
ANDY CAPP	2.99				10.99	ALEX KIDD HI TECH	24.95	AMIGA GOLD HITS 1	16.99	MAJOR MOTION	7.99		7.99
ANKH	1.00				2.99	ALEX KID IN MIRACLE WORLD	22.95	AMOS	19.99	MANHATTAN DEALER	14.99		14.99
APOLLO 18	6.99	10.99			6.99	ALEX KID LOST STARS	24.95	A.P.B.	12.99	MARBLE MADNESS	8.99		8.99
ARKANOID 2 REVENGE	5.99	9.99			6.99	ALIEN SYNDROME	24.95	ARCHIPELAGOS	15.99	MENACE	12.99		12.99
ARMALYTE	6.99				7.45	ALTERED BEAST	24.95	ARCHON COLLECTION	8.99	MICROPROSE SOCCER	14.99		14.99
ARTIC FOX	2.99				12.99	ASTRO WARRIOR	22.95	ARKANOID 2 REVENGE	14.99	MILLENNIUM 2.2	16.99		16.99
BAAL	6.99	9.99			6.99	AZTEC ADVENTURE	22.95	ARMALYTE	11.99	MR HELI	15.99		15.99
BARDSTALE	2.99	5.99			5.99	BANK PANIC	14.95	ARTIC FOX	8.99	NAVCOM 6	16.99		16.99
BARDSTALE 2 OR 3		12.99			5.99	BLACK BELT	22.95	BAAL	14.99	NEBULUS	17.99		17.99
BATMAN CAPED CRUSDR	6.25	9.99			6.99	BLADE EAGLE 3D	24.95	BAL OF POWER 1990	16.99	NEW ZEALAND STORY	16.99		16.99
BATMAN THE MOVIE	6.99	9.99			6.99	BOMBER RAID	24.95	BALLISTIX	11.99	OPERATION NEPTUNE	14.99		14.99
BATTLE CHESS		10.99			6.99	CALIFORNIA GAMES	27.95	BARDS TALE 1	8.99	OPERATION THUNDERBOLT	14.99		14.99
BATTLE IN NORMANDY		14.99			7.50	CAPTAIN SILVER	24.95	BARDS TALE 2	17.99	OUTRUN	7.99		7.99
BATTLEFRONT		14.99			5.99	CHOPLIFTER	22.95	BATMAN CAPED CRUSADER	15.99	P.O.W.	19.99		19.99
BEACH VOLLEY	6.99	9.99			7.50	CYBORG HUNTER	24.95	BATTLE CHESS	17.99	PACLAND	11.99		11.99
BLACK TIGER	7.45	9.99			6.25	DOUBLE DRAGON	24.95	BATTLEHAWKS 1942	16.99	PACMANIA	11.99		11.99
BOMBZAL	6.45	9.99			6.99	ENDURO RACER	22.95	BEACH VOLLEY	16.99	PASSING SHOT	13.99		13.99
CABAL	6.99	9.99			10.99	F16	14.95	BIONIC COMMANDO	7.99	PETER BEARDSLEY	12.99		12.99
CAPTAIN BLOOD	6.99	9.99			6.99	FANTASY ZONE	22.95	BLOOD MONEY	16.99	PHOBIA	16.99		16.99
CARRIER COMMAND	9.99	13.99			5.99	FANTASY ZONE 2	24.95	BOMBZAL	9.99	POLICE QUEST	16.99		16.99
CARRIERS AT WAR		14.99			9.99	FANTASY ZONE 3	24.95	CABAL	16.99	POOL OF RADIANCE	19.99		19.99
CHAMPIONSHIP GOLF	6.99				2.99	GALAXY FORCE	27.95	CAPONE	19.99	POPULOUS	16.99		16.99
CHASE HQ	6.99	9.99			6.99	GANGSTER TOWN	19.95	CAPTAIN BLOOD	7.99	POPULOUS PROMISED LAND	8.99		8.99
CHUCK YEAGER	7.50	10.99			7.99	GHOSTBUSTERS	27.95	CARRIER COMMAND	14.99	POWERDROME	15.99		15.99
COBRA	2.99				8.99	GHOST HOUSE	14.95	CHASE HQ	16.99	POWERDRIFT	16.99		16.99
COMBAT GAME	6.99	8.99			6.50	GLOBAL DEFENCE	22.95	CHRONOQUEST	18.99	PRECIOUS METAL	15.99		15.99
COMMAND PERFORMANCE	8.99	10.99			3.99	GOLVIELLOUS	24.95	CHUKIE EGG 1 OR 2	11.99	PREMIER COLLECTION	18.99		18.99
CONTINENTAL CIRCUS	6.99	9.99			6.99	GREAT BASEBALL	22.95	COLOSSUS CHESX	16.99	PURPLE SATURN DAY	14.99		14.99
CRAZY CARS	2.99				6.99	GREAT BASKETBALL	22.95	CONTINENTAL CIRCUS	13.99	RAFFLES	14.99		14.99
CRICKET MUSTER	6.50				6.99	GREAT FOOTBALL	22.95	COSMIC PIRATE	14.99	RAIDER	11.99		11.99
CRYSTAL CASTLES	2.99				6.99	GREAT GOLF	22.95	CRAZY CARS 2	14.99	RAINBOW ISLANDS	15.99		15.99
CURSE OF AZURE BONDS		16.99			2.99	GREAT VOLLEYBALL	22.95	CYBERNOID 2	11.99	REACH FOR STARS	15.99		15.99
CYBERNOID	2.99				6.99	KENSEIDEN	24.95	DAKAR 89	16.99	REAL GHOSTBUSTERS	16.99		16.99
DALEY THOMPSON 88	6.50	9.99			6.00	KUNG FU KID	22.95	DAMOCLES	11.99	RENEGADE 1 OR 3	14.99		14.99
DARK FUSION	6.99	9.99			6.50	LORD OF THE SWORD	24.95	DARIUS 89	14.99	RETURN OF JEDI	9.99		9.99
DEATHLORD		10.99			6.99	MAZE HUNTER 3D	24.95	DARK CASTLE	16.99	RICK DANGEROUS	15.99		15.99
DENARIS	6.99	10.99			6.50	MIRACLE WARRIOR	32.95	DATA STORM	12.99	RINGSIDE	14.99		14.99
DNA WARRIOR	6.50	9.99			9.99	MISSILE DEFENCE 3D	24.95	D. D. HORSE RACING	59.99	ROADBLASTERS	13.99		13.99
DOMINATOR	7.50	10.99			9.99	MONOPOLY	29.95	DELUXE MUSIC CON KIT	59.99	ROBOCOP	13.99		13.99
DOUBLE DRAGON	6.99	9.99			6.50	MY HERO	14.95	DELUXE PAINT 3	59.99	ROCKET RANGER	19.99		19.99
DOUBLE DRAGON 2	6.99	9.99			2.99	NINJA	22.95	DELUXE PHOTOLAB	59.99	RUNNING MAN	14.99		14.99
DRAGON NINJA	6.99	9.99			6.99	OUTRUN	24.95	DELUXE PRINT 2	59.99	RUN THE GAUNTLET	15.99		15.99
DRAGONSLAYER	5.99				6.99	OUTRUN 3D	24.95	DELUXE PRODUCTION	89.99	SHADOWGATE	14.99		14.99
DRAGON SPIRIT	6.99	9.99			2.99	PENGUIN LAND	29.95	DELUXE VIDEO	59.99	SHADOW OF THE BEAST	22.99		22.99
EARTH ORBIT STATION		5.99			6.50	PHANTASY STAR	39.95	DENARIS	11.99	SHINOB	12.99		12.99
ELIMINATOR	7.45				12.99	POSEIDON WARS 3D	24.95	DNA WARRIOR	11.99	SILENT SERVICE	14.99		14.99
EMLYN HUGHES FOOT	6.99	8.99			14.99	POWER STRIKE	22.95	DOUBLE DRAGON	11.99	SILKWORM	12.99		12.99
EMPIRE STRIKES BACK	6.99	9.99			6.50	PRO FOOTBALL	24.95	DOUBLE DRAGON 2	13.99	SKATE OR DIE	17.99		17.99
ENDURO RACER	2.99				9.99	PRO WRESTLING	19.95	DRAGON NINJA	14.99	SKYFOX 2	8.99		8.99
ESPIONAGE	6.99	9.99			2.99	QUARTET	19.95	DRAGON SCAPE	29.99	SPACE HARRIER 2	16.99		16.99
EUROPE ABLEZE		14.99			10.50	R TYPE	29.95	DRAGONS LAIR	13.99	SPEEDBALL	11.99		11.99
EXPLODING FIST +	6.99	8.99			5.99	RAMBO 3	24.95	DRAGON SPIRIT	13.99	STAG	14.99		14.99
F15 STRIKE EAGLE	6.99	9.99			9.99	RAMPAGE	24.95	DUNGEON MASTER 1MEG	16.99	STARFLEET	8.99		8.99
FAIR MEANS OR FOUL	6.99	8.99			2.99	RASTAN	24.95	ELITE	14.99	STARGLIDER 2	14.99		14.99
FAST BREAK	2.99	6.99			6.99	RESCUE MISSION	22.95	EMMANUELLE	11.99	STAR WARS	9.99		9.99
FINAL FRONTIER	8.99	11.99			2.99	ROCKY	24.95	ENOMORPEN	16.99	STAR WARS TRILOGY	16.99		16.99
FIREZONE	8.99	10.99			2.99	SECRET COMMAND	22.95	EMPIRE	8.99	STEVE DAVIS WORLD SNOOKER	11.99		11.99
FISH		11.99			2.99	SHANGHAI	22.95	EMPIRE STRIKES BACK	11.99	STOCK MARKET	7.99		7.99
FLIGHT ACE	9.99	12.99			10.50	SHINOB	24.95	F16 COMBAT PILOT	16.99	STORM TROOPER	14.99		14.99
FOOT MAN 2 EXP KIT	5.50	7.99			5.99	SHOOTING GALLERY	22.95	FALCON F16	19.99	STRIDER	13.99		13.99
FOOTBALL DIRECTOR	6.45				6.99	SHOOTING GAMES	22.95	FED OF FREE TRADE	19.99	STRIP POKER 2+	9.99		9.99
FOOTBALL MANAGER 1	2.99	6.99			7.50	SPACE HARRIER	24.95	FERRARI FORMULA 1	19.99	STUNT CAR RACER	15.99		15.99
FOOTBALL MANAGER 2	6.99	9.99			2.99	SPACE HARRIER 3D	24.95	FINAL COMMAND	19.99	SUPER HANGON	16.99		16.99
FORGOTTEN WORLD	6.99	9.99			10.50	SPY V SPY	14.95	FISH	14.99	SUPERBASE PERSONAL	59.95		59.95
FOX FIGHTS BACK	6.99	9.99			9.99	SUPER TENNIS	14.95	FLIGHT SIM 2	26.99	SUPERBOY	12.99		12.99
FUN SCHOOL 2 (6 to 8)	7.99	9.99			2.99	TEDDY BOY	14.95	FLT DISC 7 OR 11	13.99	SUPERMAN	14.99		14.99
FUN SCHOOL 2 (over 8)	7.99	9.99			6.99	THUNDERBLADE	24.95	FLT DISC EUROPEAN	13.99	SUPER WONDERBOY	16.99		16.99
FUN SCHOOL (under 6)	7.99	9.99			6.99	TIME SOLDIERS	24.95	FLT DISC JAPAN	13.99	SWORD OF SODAN	16.99		16.99
G LINEKER HOTSHOT	7.45	10.99			6.99	TRANSBOT	14.95	FOOTBALL DIRECTOR 2	11.99	TALESIN	17.99		17.99
GAME OVER 2	6.99	9.99			8.99	VIGILANTE	24.95	FOOTBALL MANAGER 2	11.99	TANGLEWOOD	7.99		7.99
GAME SET & MATCH 2	8.99				7.50	WONDERBOY	22.95	FOOT MAN 2 EXP KIT	8.99	TARGHAN	16.99		16.99
GARFIELD WINTER	6.50	9.99			7.50	WONDERBOY 3	27.95	FORGOTTEN WORLD	12.99	TECH	13.99		13.99
GAUNTLET	2.99				6.99	WONDERBOY MONSTER LAND	24.95	FUN SCHOOL 2 (under 6)	15.99	TECHNOCOP	13.99		13.99
GAUNTLET 2	2.99				6.99	WORLD GRAND PRIX	22.95	FUN SCHOOL 2 (6 to 8)	15.99	TEENAGE QUEEN	11.99		11.99
GHOSTBUSTERS	2.99				6.99	WORLD SOCCER	22.95	FUN SCHOOL 2 (over 8)	15.99	TEST DRIVE 2 THE DUEL	21.99		21.99
GHOSTBUSTERS 2	7.99	10.99			6.99	Y'S	32.95	FUSION	7.99	THEATRE EUROPE	14.99		14.99
GIANTS	10.45	12.99			6.99	ZAXXON 3D	24.95	GALDREGONS DOMAIN	11.99	THREE STOOGES	7.99		7.99
GRAND PRIX CIRCUIT	7.45	10.99			6.99	ZILLION	19.95	GARFIELD	9.99	THUNDERBLADE	16.99		16.99
GREEN BERET	2.99				6.99	ZILLION 2	22.95	GARFIELD WINTER	11.99	TIME AND MAGIK	11.99		11.99
GUERRILLA WARS	6.50	9.99			6.99			GHOSTBUSTERS 2	16.99	TIMES OF LORE	14.99		14.99
GUNSHIP	9.99	13.99			6.99			GOLDEN SHOE	16.99	TITAN	14.99		14.99
HALLS OF MONTEZUMA		14.99			6.99			GRAND PRIX SIM 2	11.99	TOOBIN	13.99		13.99
HARDBALL	2.99				6.99			GRETZY HOCKEY	15.99	TRACERS	16.99		16.99
HARD DRIVIN	6.99	9.99			8.99			GUERRILLA WAR	14.99	TRACKSUIT MANAGER	11.99		11.99
HAWKEYE	6.99	9.99			2.99			HUNTER FOR RED OCTOBER	12.99	TRIV PURSUIT NEW BEGIN	11.99		11.99
HELLFIRE ATTACK	7.45	10.99			6.99			HYBRIS	14.99	TV SPORTS F'BALL	19.99		19.99
HEROES OF LANCE	7.45	10.99			6.99			INDY JONES ACTION	13.99	ULTIMATE GOLF	13.99		13.99
HILLSFAR		13.99			6.99			INDY JONES ADVENTURE	16.99	UMS SCENARIO 1	8.99		8.99
HOSTAGES	6.50	9.99			6.99			INT KARATE +	16.99	UMS SCENARIO 2	8.99		8.99
I. JONES CRUSADE	7.50	10.99			6.99			INTERCEPTOR	15.99	UMS 2	15.99		15.99
IN CROWD	9.99	10.99			6.99			IT CAME FROM THE DESERT	19.99	UNIV MILITARY SIM	14.99		14.99
INC SHRINKING SPHERE	3.99	6.99			6.99			JAWS	12.99	UNTOUCHABLES	16.99		16.99
INFILTRATOR	2.99				6.99			JET	26.99	VERMINATOR	14.99		14.99
INFODROID	1.99				6.99			JOAN OF ARC	16.99	VICTORY ROAD	14.99		14.99
INGRIDS BACK	9.99	9.99			6.99			KENNEDY APPROACH	14.99	VIGILANTE	10.99		10.99
INT KARATE	2.99	6.99			6.99			KICK OFF	11.99	VINDICATORS (Domark)	9.99		9.99
INTO EAGLES NEST	2.99				6.99			KIND WORDS 2	34.99	VIRUS	11.99		11.



# SCORELORD

Well another month, another crate of Harpic . . . It only seems like yesterday that I drank myself comatose to celebrate Stu's horrific defeat against the cleaning lady after he so foolishly challenged her to a game of *Kick Off*. Probably because it was only yesterday. These substances are so mind-distorting. Ah well, if you think you can do better than the foul wretches that form the ZZAP! team then look no further than this magnificent page - these are the scores you puny humans MUST beat in order to be considered more than the clumsy amoebas most of you appear to be.

## 720° (US Gold)

793,880 Spiro Harvey, Wellington, New Zealand  
646,050 Phillip Davies, Pencoed, Mid Glam  
550,490 Daniel Briggs, Torrens, S Australia

## ALIEN SYNDROME (Ace)

362,500 Bret 'Cool' Crossley, Rothwell, Leeds  
259,500 Martin Lindsay, Geraldton, Australia  
223,610 D Emmins, Stratford, London E15

## APB (Tengen/Domark)

49,655 (Day 10) Lenny, Warley, West Midlands

## ARKANOID II - REVENGE OF DOH (Imagine)

437,140 Keith David Boones, Shrewsbury, Salop  
411,690 Scorrano Hassime, Orbe, Switzerland  
276,250 Mark Smith, Broxbourne, Herts

## ARMALYTE (Thalamus)

59,672,200 Col & Ginny, Rochdale, Lancs  
35,477,900 Andrew Rawley, Billericay, Essex  
34,241,300 Philip Burns, Mackam, Sunderland

## BARBARIAN (Palace)

10500 Daniel Besser, Bletchley, Milton Keynes

## BARBARIAN II (Palace)

314,000 Paul 'Pablo' Blom, Nieuwegein, Holland  
310,000 Lee Tanner, Basildon, Essex  
291,080 Neale Willis, Long Eaton, Notts  
289,000 John Turkineck, Carrickfergus, N Ireland

## BATMAN: THE MOVIE (Ocean)

350,820 Rob 'V Vale (Ha! Ha! I don't think - Rob H)), ZZAP! Towers

## BATTLE VALLEY (Rack-It)

1,990,775 Japmaster, Ettingshall Park, Wolverhampton  
1,986,700 Marc Spence, Leeds, W Yorks  
1,974,350 (Completed) C Roberts, Middlesbrough

## BIONIC COMMANDO (Go!)

1,352,820 Marc Spence, Leeds, W Yorks  
1,184,760 Wayne Fowler, Basildon, Essex  
1,150,620 A Barnett, Spenceley, Salop

## BLOOD MONEY (Psygnosis)

317,000 (Completed - Bloody Hell!) C Hall, Houghton-le-Spring, Tyne and Wear  
126,450 Christian Madsen, Denmark  
111,800 Stuart Wynne, ZZAP! Towers

## BUBBLE BOBBLE (Firebird)

8,693,110 Phil Hutchinson, Heage, Derbyshire  
8,692,430 Richard Pembroke, Wirral, Merseyside  
8,670,790 Anthony Melarangi, Runcorn, Cheshire

## BUGGY BOY (Elite)

149,640 Robert Pascoe, Truro, Cornwall  
125,670 Daniel Moxey, Lowestoft, Suffolk  
124,690 Jonathan Dood, Parklands, Northampton

## CITADEL (Electric Dreams)

496,950 Mark Clements, Kettering, Northants  
339,986 Chris McCallam, Broadstone, Dorset  
305,776 William Callaghan, Tipton, West Midlands

## CYBERNOID (Hewson)

238,430 Donovan James, West Bromwich, West Midlands  
135,875 Wayne Fowler, Basildon, Essex  
132,270 Dean 'SJT' James, West Bromwich, West Midlands

## DARK SIDE (Incentive)

6,130,726 Kuddly Bix, York, N Yorks  
5,860,626 Colin Fulton, Ayr, Scotland  
5,764,176 David Petyt, Wakefield, W Yorks

## DENARIS (US Gold/Rainbow Arts)

962,000 (Completed) Stephen (BLASTER) Blidgeon, Wythenshawe, Manchester  
851,030 Bret 'Cool' Crossley, Rothwell, Leeds  
839,510 Stephen Blidgeon, Wythenshawe, Manchester

## DRILLER (Incentive)

3,498,450 Ged Keaveney, Huddersfield, W Yorks  
3,226,070 Kudly Bix, York, N Yorks  
2,063,760 Daniel Fisher, Chesterfield, Derbys

## DOGS OF WAR (Elite)

110,750 (Five missions completed) Rob 'Gun Mad' H, ZZAP! Towers

## DYNAMITE DUX (Activision)

191,710 Phil King, ZZAP! Towers

## FIRST STRIKE (Elite)

73,300 Rob H, ZZAP! Towers

## GEMINI WING (Virgin)

17,395,710 (Bloody Hell!) - Anonymous

## GRYZOR (Ocean)

3,003,000 Jukka Pira, Helsinki, Finland  
2,802,200 Richard Lunn, Leeds, W Yorks  
1,253,300 Japmaster, Ettingshall Park, Wolverhampton

## HAWKEYE (Thalamus)

5,625,380 David McKenzie, Dennistoun, Glasgow  
2,695,550 Zap Treeby, Brixham, Devon  
2,520,800 Kyle Aminoge, Peterborough, Cambs

## HUNTER'S MOON (Thalamus)

704,350 Colin Fulton, Ayr, Scotland  
631,474 Richard Mellor, Cannock, Staffordshire  
623,550 Colin Fulton, Ayr, Scotland

## IMPOSSIBLE MISSION II (US Gold)

112,100 Ian Taylor, Wollongong, Australia  
109,700 Neil Head, Stourbridge, West Midlands  
108,600 Peter Srodecki, Dunstable, Beds

## INTERNATIONAL KARATE+ (System 3)

565,100 Martin Smith, Ashbrooke, Sunderland  
543,300 John Farrow, Barrowford, Lancs  
511,900 Katamati, Hounslow, Middlesex

## INTERNATIONAL KARATE+ (System 3) (Amiga)

95700 Daniel Besser, Bletchley, Milton Keynes

## KICK OFF (Anco)

42 points (????, 1st) Chris Barrett, Chislehurst, Kent  
40 points (USSR, 1st) Wayne (Kick Off King) Kendall, Whitehaven, Cumbria

## MORPHEUS (Rainbird)

3,672,130 Paul Woods, Wallasey, Merseyside  
2,081,590 Lenny, Warley, West Midlands  
1,321,485 Richard Pembroke, Wirral, Merseyside

## NEBULUS (Hewson)

216,830 Dennis Watts, Hatfield, Herts  
201,240 Matthew Moriarty, Hurst Green, E Sussex  
166,370 Edward JD Jackson, Leeds, W Yorks

## NEW ZEALAND STORY (Ocean)

Level 3-2 (220,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

## NEW ZEALAND STORY (Ocean) (Amiga)

Level 2-4 (214,954) Julio Riesco, Pensby, Merseyside  
Level 2-4 (148,325) Steve Packer, Chelmsford, Essex  
Level 2-4 (130,788) Rob H, ZZAP! Towers

## OUT RUN (US Gold)

95,842,240 Martin Lear, Huddersfield, W Yorks  
92,128,800 Mark Crossthwaite, Stockport, Cheshire  
87,720,606 Julian Hare, Hampton, Middx

## PHOBIA (Mirrorsoft)

258,000 (Completed) Peter Hills, Gravesend, Kent

## POPULOUS (Electronic Arts)

161,950 Karl Hughes, Buckley, Clwyd  
154,450 Daniel Besser, Bletchley, Milton Keynes

## PROJECT STEALTH FIGHTER (Micropose)

518,970 JA Moore, Margaret River, W Australia  
127,250 Sue Barlow, Guisley, W Yorks  
91,230 Gijbert Griffioen, Lelystad, Holland

## QUEDEX (Thalamus)

1010 Craig Archer, Victoria, Australia  
999 Steve Pratt, Leighton Buzzard, Beds  
949 Martin Huisent, Numansdorf, Holland

## RENEGADE 3 (Imagine)

81,720 Philip Stevenon, Weeping Cross, Staffs

## RICK DANGEROUS (Firebird)

257,300 (Completed) Casey Gallacher, Reading

## ROBOCOP (Ocean)

353,280 (Completed) Rob(ocop) H, ZZAP! Towers  
352,580 (Completed) Chris Foote, Worcester Park, Surrey  
352,450 (Completed) Bradley O'Connor, Papakura, New Zealand

## R-TYPE (Electric Dreams)

180,400 (Completed) Rob H, ZZAP! Towers

## SALAMANDER (Imagine)

341,695 Simon 'Ace' Poots, Dromore, Co Down  
255,100 Daren Burke, Romford, Essex  
247,005 Gaspard Arnaud, Belgium

## SAMURAI WARRIOR (Firebird)

3,850 Bret 'Cool' Crossley, Rothwell, Leeds  
1,827 Wayne Fowler, Basildon, Essex  
1,487 Richard Archbold, Basildon, Essex

## SILKWORM (Virgin)

1,072,600 Gaspard Arnaud, Belgium  
824,752 Anonymous  
812,500 Dean 'SJT' James, West Bromwich, West Midlands

## SLAP FIGHT (Imagine)

803,425 Vilya Harvey, Perth, Australia  
800,950 Shawn Sutton, Southampton, Hants  
756,450 Richard Ramsay, Gilmerton, Edinburgh

## STAR PAWS (Software Projects)

848,223 Roy Masson, Worthing, West Sussex  
693,378 Kriss, Northolt, Middlesex  
647,226 Martin Smith, Warrington, Cheshire

## STRIDER (Capcom)

42,250 Rob H, ZZAP! Towers

## TARGET RENEGADE (Imagine)

440,226 A Barnett, Spenceley, Salop  
436,700 Bret Crossley, Leeds, W Yorks  
426,700 Neil Maudling, Whitehaven, Cumbria

## TEST DRIVE 2 (Accolade)

247,382 (Completed) Christer Sundin, Kungälv, Sweden  
236,931 (Completed) TECH, Kristiansund, Norway  
215,195 (Crashed half a mile from the end!) Robin 'Mad Driver' Hogg, ZZAP! Towers

## TETRIS (Mirrorsoft)

131,029 J Tillotson, Halifax, W Yorks  
78,986 Stuart Scattergood, Deeside, Clwyd  
75,545 Steven Leary, Chelsea, London

## THING BOUNCES BACK (Gremlin Graphics)

8,875,496 Tim Smith, Nr. Nantwich, Cheshire  
4,992,013 William Callaghan, Tipton, West Midlands  
3,949,835 Casey Gallacher, Calcot, Reading

## THUNDERCATS (Elite)

3,046,150 Robert Kisby, Horncastle, Lincs  
2,640,600 Steven Alexander, Cullybackey, Ballymena  
2,639,700 Warwick Hunt, Huddersfield, W Yorks

## URIDIUM+ (Hewson)

575,005 Tim Goldee, No Fixed Abode  
478,025 Neville Lewis, Port Talbot, S Wales  
335,350 Wessel Joubert, Belfast, RSA

## WICKED (Electric Dreams)

7 Constellations completed Rob H, ZZAP! Towers

## ZENJI (Firebird)

84,253 Lisa O'Halloran, Victoria, Australia  
66,250 Mark Crossthwaite, Stockport, Cheshire  
40,225 Mike Gillings, Portsmouth, Hants

## ZOLYX (Firebird)

605,681 Edward Yu, Raynes Park, London  
524,318 Rob Housley, Thamesmead, London  
377,413 M Blaser, Cheadle, Cheshire

## ZYBEX (Zeppelin)

445,150 Ged Keaveney, Huddersfield, W Yorks  
398,950 Steve Lee, Guildford, Surrey  
397,950 Manos Stylianides, London, SW16

## ZYNAPS (Hewson)

1,093,200 Michael Collins, Castle Rea, Co Roscommon  
1,071,525 Mark Clements, Kettering, Northants  
398,850 Steve Lee, Guildford, Surrey  
288,500 John Farrow, Barrowford, Lancs

## SCORE OF THE MONTH

KICK OFF - Phil beat Ed Stu 11-1! (after heavy fouling with a blind ref! - Ed)



# HARWOODS

POWER  
Party

## NEW AMIGA POWERPLAY PACKS

Yes, Gordon Harwood Computers have yet again improved the value of their legendary offers with the launch of the all new Powerplay packs which now include mega releases such as BATMAN THE MOVIE, NEW ZEALAND STORY etc. etc. And, when you look at the full list of over 20 extra items IT'S GOT TO BE THE BEST DEAL DEALIN' DIEGO, YOUR AMIGA AMIGO HAS EVER COME UP WITH! REMEMBER ALL OUR PACKS CONTAIN AMIGA'S WITH THE FOLLOWING STANDARD FEATURES...

- |  |  |
|--|--|
| <input type="checkbox"/> 512K RAM                  | <input type="checkbox"/> Mouse                 |
| <input type="checkbox"/> 1Mb Disk Drive            | <input type="checkbox"/> 3 Operation Manuals   |
| <input type="checkbox"/> 4096 Colours              | <input type="checkbox"/> Workbench 1.3         |
| <input type="checkbox"/> Multi-Tasking             | <input type="checkbox"/> System Disks          |
| <input type="checkbox"/> Built-in Speech Synthesis | <input type="checkbox"/> Kickstart 1.3         |
|  | <input type="checkbox"/> All Connecting Cables |

ALL OUR PRICES INCLUDE VAT AND STANDARD DELIVERY SERVICE



**GORDON HARWOOD  
YOUR FIRST CHOICE  
FOR ANYTHING AMIGA!**

## POWERPLAY PACK1

**THE COMPLETE AMIGA GAMES PACK RIGHT NOW!**  
The NEW AMIGA POWERPLAY PACK1 now comes with OVER TWENTY ITEMS ABSOLUTELY FREE! This adds up to MORE THAN £400 SAVING

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Amiga A500 Computer (See std. features list) | <input type="checkbox"/> Mercenary Compendium                 | <input type="checkbox"/> Tutorial Disk              |
| <input type="checkbox"/> BATMAN THE MOVIE                             | <input type="checkbox"/> Insanity Fight                       | <input type="checkbox"/> TV Modulator (PACK 1 ONLY) |
| <input type="checkbox"/> NEW ZEALAND STORY                            | <input type="checkbox"/> Amegas                               |   |
| <input type="checkbox"/> F18 INTERCEPTOR                              | <input type="checkbox"/> Deluxe Paint II - Mega Paint Package |   |
| <input type="checkbox"/> Buggy Boy                                    | <input type="checkbox"/> Microblaster Autofire                |   |
| <input type="checkbox"/> Ikari Warriors                               | <input type="checkbox"/> Microswitched Joystick               |   |
| <input type="checkbox"/> Barbarian                                    | <input type="checkbox"/> 10 - Blank 3.5" Disks                |   |
| <input type="checkbox"/> Thundercats                                  | <input type="checkbox"/> Disk Library Case                    |   |
| <input type="checkbox"/> Terrorpods                                   | <input type="checkbox"/> Mouse Mat                            |   |
| <input type="checkbox"/> Art of Chess                                 | <input type="checkbox"/> Tailored Amiga Cover                 |   |
| <input type="checkbox"/> Wizball                                      |   |   |

**SEE WHAT WE MEAN  
ABOUT COMPLETE!**  
You won't need to buy anything else for ages!

**£399**

## POWERPLAY PACK2

**MONITOR THIS FOR VALUE!**

Pack2 contains the Super Powerplay Pack1 PLUS a stereo, high resolution, Philips CM 8833 Colour RGB/Video Monitor.

SEE THOSE GAMES, HEAR THOSE GAMES WITH ADDED CLARITY...

**ONLY... £599**

## POWERPLAY PACK3

**NEW AMIGA AND COLOUR PRINTER PACK**  
Take our Powerplay Pack 2, and add Star's fantastic LC 10 COLOUR PRINTER, to give you the ultimate colour home entertainment computer system!!!

If you would prefer an alternative printer from within our range, simply deduct £209.95 and add the price of the printer you require. (Any printer can be chosen).

'SEE IT IN PRINT' FOR JUST... **£799**

## POWERPRO PACK4

**NEW POWERPRO PACK 4 CONSISTS OF...**

- |  |  |
|--|--|
| <input type="checkbox"/> Amiga A500 Computer.                    | <input type="checkbox"/> Philips CM 8833 Colour Monitor.                   |
| <input type="checkbox"/> Star LC 10 Colour Printer.              | <input type="checkbox"/> 'The Works' Integrated Business Software Package. |
| <input type="checkbox"/> Ten 3.5" Blank Disks in a Library Case. | <input type="checkbox"/> Mouse Mat.  |
| <input type="checkbox"/> Dust Cover.                             |  |

**'WE MEAN BUSINESS' AT JUST...**

**£799**

**HARWOODS THE NAME YOU CAN TRUST**



24

## CREDIT TERMS

Gordon Harwood Computers are licensed brokers and facilities to pay using our Budget Account Scheme are offered on most items. APR 35.2%. 12-36 month credit sale terms are available to most adults simply phone or write and we will send written details along with an application form. (Applications are required in advance).



Credit terms, with or without a deposit, can be tailored to suit your needs.

## ORDERING MADE EASY - COMPARE OUR SERVICE

- ☐ **ORDER BY PHONE...** Phone our 24hr Hotline using your Access, Visa or Lombard Charge Card quoting number and expiry date.
- ☐ **ORDER BY POST...** Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch).

- ☐ **PAY AT YOUR BANK...** If you wish to pay by Credit Giro Transfer at your own bank, phone for details.
- ☐ **FREE POSTAL DELIVERY** goods in UK Mainland (5-7 day delivery) OR COURIER SERVICE... Add £5 per major item for next working day delivery, UK Mainland. (Orders normally despatched on day of receipt of payment or cheque clearance).

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.



**12 MONTH WARRANTY...** If goods prove to be faulty within 30 days of purchase they will be replaced with a NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!  
**COLLECTION FACILITY...** Any faulty computer or monitor can be collected from your home FREE OF CHARGE within the guarantee period. (UK Mainland Only)  
**FULL TESTING PROCEDURE...** All computers are thoroughly tested prior to despatch, all items are supplied with mains plugs where reqd.



# PLAY folia

## MONITORS

### PHILIPS CM 8833 STEREO

Full 14" Stereo High Resolution Colour Monitor, (higher spec. than the CBM 1084S now discontinued, replaced by the CBM 1084)

- Twin Speakers.
- High Contrast Tube.
- SCART Euro-connector fitted as standard.
- Green Screen Switch for enhanced text mode.
- RGB/Al, TTL, Composite Video and stereo audio inputs.
- Can also be used as a TV with tuner or VCR.
- Supplied with Tilting Stand.
- Compatible with most micros.
- FREE lead for computer of your choice.
- ONLY FROM HARWOODS...12 Month replacement warranty for major faults.

ALL THIS FOR JUST...**£229**

### COMMODORE 1084

Full 14" High Resolution Colour Monitor

- RGB/Al, TTL, composite video and audio inputs.
- Supplied with cables for A500, CGA PC, C16-64-128.
- Can also be used as a TV with tuner or VCR.

GREAT VALUE AT ONLY...**£209**

FREE DUST COVERS WITH ALL MONITORS!

## GRAPHICS HARDWARE

### DIGIVIEW GOLD

Digitises static images in FULL COLOUR and all resolutions supported (memory permitting). Creates IFF and HAM files. Uses B&W, or colour with B&W mode video cameras.

**£139.95**

### DIGI DROID

Totally automated motorised filter rotator for use with Digiview. Prevents camera movement between passes.

**£59.95**

### VIDEO TO RGB SPLITTER

Takes standard video signal, separates red, green and blue. Enables standard video recorder or colour camera to digitise in colour with Digiview Gold (requires clear picture pause with recorder).

**£109.95**

### RENDALE GENLOCKS

8802 **£189.95** Semi Pro  
8806 **£749.00** Pro

### SUPER PIC

Real Time Frame Grabber & Genlock. Real time instant colour frame-grabber from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source such as your domestic video recorder or video camera in a 50th of a sec. Includes Genlock to overlay Amiga graphics onto moving video.

only...**£499.00**

### MINIGEN GENLOCK

Entry level Genlock for mixing moving video picture with computer graphics. Ideal for titling, no monitor required.

**MOVIE MAGIC...£113.85**

### HITACHI VIDEO CAMERA

Mono, 650 scan lines

**£249.95**

### ILLUMINATED COPY STAND

4 Light, adjustable, shake free stand for video camera.

**£89.95**

## PRINTERS

All printers in our range are dot matrix and include the following features...

Standard centronics parallel port for direct connection to Amiga, PC's, ST, etc. and come with FREE connector cables.

### CITIZEN 120D FULL 2 YEAR WARRANTY

Very reliable low cost printer, interchangeable interfaces available for Centronics RS 232 or Serial type for CBM 64 etc

**£149.95**

### STAR LC10

**£169.95**

### STAR LC10 MKII

Brand new superfast MK II version of this ever popular printer

**£184.95**

- Multiple font options from front panel.
- Excellent paper handling
- Simultaneous, continuous and single sheet stationery.

### STAR LC10 COLOUR

Colour version of the LC 10

**£209.95**

- Allows full colour dumps from Amiga.
- Superb text quality.
- Can use black LC 10 ribbons.
- Our most popular colour printer!

### STAR LC 24 1D

24 Pin version of the Star LC series with exceptional letter print quality

**£249.95**

All our Star printers are genuine UK spec. which are specifically manufactured for sale in the UK ONLY. Please be aware that European spec. versions are being unofficially imported against the wishes of Star Micronics UK. These printers DO NOT carry a Star UK warranty, and WILL NOT be serviced by them should the need arise. UK specification printers may be recognised by their 3-pin UK type plate which is MOVIE GEN to the serial cable.

## ACCESSORIES

### COMMODORE

A 501 RAM PACK New Low Price...**£119.95**

Genuine CBM ram pack with real time battery backed clock...This add on DOES NOT invalidate Commodore's warranty.

### A 500 POWER SUPPLY

**£49.95**

Genuine CBM power supply, also fits CBM 128

### A 520 TV MODULATOR

**£19.95**

Supplied with all the necessary cables.

### QUALITY ACCESSORIES

#### REPLACEMENT MOUSE

Microswitched mouse buttons, high resolution mechanism.

Great Feel only...**£29.95**

#### FLOPPY DISKETTES

Genuine Commodore Disks

Ten 3.5" Commodore quality at only...**£14.95**

Quality certified 3.5" bulk disks supplied with labels

10, with a library case

**£9.49**

10, uncased

**£8.49**

100, uncased

**£69.00**

100, with lockable storage case

**£74.95**

**PHONE FOR LARGER QUANTITY DISCOUNTS!**

#### MICROBLASTER JOYSTICK

Fully microswitched, arcade quality

**£12.95**

#### ZIPSTICK SUPERPRO

Professional quality, perfect feel

**£15.95**

## STORAGE DEVICES

### HARD DRIVES

#### COMMODORE A590 20Mb HARD DISK FOR AMIGA A500's

Commodore's own Hard Drive for the A500

- Autoboot with Kickstart 1.3
- Sockets for upto 2Mb RAM expansion.
- Can be expanded in 512K blocks.
- DMA Access.
- External SCSI port.

Super Low Price...**£399** (Call for Kickstart 1.3 upgrade prices)

**INCLUDING FREE A590 RAM UPGRADE!**

#### A590 HARD DISK 512K UPGRADE

- Onboard, fit up to 4, in stages, giving 2 Mb Total.
- Up to 3Mb when fitted with A501 only **£69.95**

#### 30 & 50Mb AMDRIVE HARD DISK FOR THE A500

- 41ms Fast access drive.
- True SCSI upto 500 kb/sec on standard A500.
- Built in power supply.
- 12 month replacement warranty included.
- 2 Year warranty available.

30 Mb Version...Only **£399**

50 Mb Version...Only **£475**

#### 40 Mb VORTEX HARD DRIVE FOR BOTH AMIGA A500 AND A1000

- For both A500 and A1000 as supplied.
- Autoboos on any Amiga.
- Throughport and connector for 2nd hard drive.

Great value at only...**£499**

## FLOPPY DRIVES

### CUMANA DISK DRIVES

The drives below have the following features:

- Enable/disable switch.
- Throughport.
- LED Access Light, super quiet.
- Suitable for A500, A1000, A2000 and CBM PC1.

#### NEW CAX 354 3.5" SECOND DRIVE

- 25mm Super slimline 3.5" drive.
- INC. 10 BLANK DISKS WITH LABELS...FREE!

A real bargain at only...**£89.95**

#### CAX 1000S 5.25" SECOND DRIVE

- Amiga DOS and MS DOS compatible.

Save more than ever...**£129.95**

## AMIGA SOFTWARE

### THE WORKS

Integrated word processor with spelling checker, spreadsheet with graphics and database.

**£79.95**

### X-CAD DESIGNER

Perfect choice in Computer Aided Design (1Mb required).

**£99.95**

### PUBLISHERS CHOICE

Complete solution for D.T.P. needs, contains Kind Words V2 W.P. package, Pagesetter V1.2 with Artists Choice clip art and Headliner font pack.

**£89.95**

### MUSIC-X

The most powerful music/midi/sequencing package available, features up to 250 tracks.

**£199.95**

### FANTA VISION

Popular animation and sound package.

**£39.95**

### DOS TO DOS

Transfer any PC MS-DOS or ST GEM file to your Amiga.

**£49.95**

**HR ORDER LINE-0773 836781**



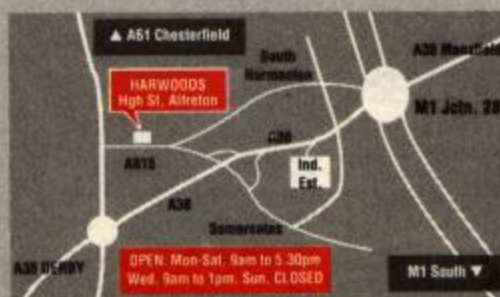
## VISIT OUR SHOWROOM

Please call to see us where our full range of advertised products AND MORE is on sale. Come and see for yourself the amazing Amiga and a whole host of peripherals, software and accessories.

### REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and Postage are included and prices are correct at time of going to press. E. & O. E.

Offers subject to availability and are currently advertised prices.



**GORDON  
HARWOOD  
HARWOOD  
HARWOOD  
Computers**

**GORDON HARWOOD COMPUTERS**  
DEPT ZAP-B1, 69-71 HIGH STREET  
ALFRETON, DERBYSHIRE, DE5 7DP.  
Tel: 0773 836781 Fax: 0773 831040



# zzuperstore

Grab a slice of the action by choosing one of these topnotch adrenalin-pumping supergames!

## C 64 cassette / disk

ACTION FIGHTER	Firebird	\$ 7.99/11.99
ALTERED BEAST	Activision	\$ 7.99/11.99
CABAL	Ocean	\$ 7.99/11.99
MYTH	System 3	\$ 7.99/11.99
OP. THUNDERBOLT	Ocean	\$ 7.99/11.99
SCAPE GHOST	Level 9	\$11.95/11.95
THE HITS	Thalamus	\$10.44/14.49
TURBO OUT RUN	US Gold	\$ 7.99/11.99
XENOPHOBE	Microstyle	\$ 7.99/11.99

## AMIGA

ALTERED BEAST	Activision	\$19.99
DOGS OF WAR	Elite	\$15.99
GAMES: SUMMER EDITION	Epyx	\$19.99
INTERPHASE	Imageworks	\$19.99
SHADOW OF THE BEAST	Psygnosis	\$27.95
STAR COMMAND	US Gold	\$23.99
STORMLORD	Hewson	\$15.99
XENOPHOBE	Microstyle	\$19.99

# BACK ISSUES

## No 49 May 1989

Are You Console Crazy? Renegade III, Cybernoid 2, Voyager Silkwood, Robocop, War in Middle Earth, Batman map!

## No 50 Jun 1989

PHOBIA DEMO & ZIG ZAG - THE REMIX CASSETTE! Tips Special! Xenon, Speedball, Battlehawks 1942, The Muncher, Powerdrome, The Kristal, Forgotten Worlds, Kick Off, Hillfari, Forgotten Worlds Poster!

## No 51 Jul 1989

Massive 5-page Strategy Special! Phobia, Project Firestart, Test Drive II, Archipelagos, Blood Money, Millennium 2.2, Wicked, FOFT! Powerdrome poster!

## No 52 Aug 1989

Batmania! Free Bat poster! Psygnosis Special! Reviewed: Citadel, Rick Dangerous, 3D Pool, American Club

Sports, Navy Moves, Baal, Deja Vu II, Journey, Zork Zero, Waterloo, Tank Attack, Asteroth, Vindicators, Time Scanner, The New Zealand Story, Wayne Gretzky's Hockey, Microprose Soccer, Gunship, Hawkeye, Xybots

## No 53 Sep 1989

Fresh from the Ocean - Ocean in high gear for Xmas release period! Reviewed: The New Zealand Story, Rainbow Islands, Gemini Wings, Inner Space, Hostages, Grand Prix Circuit, The Champ, Personal Nightmare, Demon's Winter, Curse of the Azure Bonds, Breach, Fire Brigade, Laser Squad, Indiana Jones, Licence to Kill, The Running Man, Red Heat, Kult, Tom & Jerry, A Garfield Winter's Tail, Fiendish Freddy's Big Top of Fun, Savage, Phobia, Dominator

## No 54 Oct 1989

Interview with Power Drift programmer Chris Butler! Randy's Tips Extravaganza! Test Flight - Falcon vs F-16 Combat Pilot! Reviewed: First Strike, Thunderbirds, Tuasker, Skate Ball, Team Sports, Shinobi, APB, Xybots, Aaargh!, Paperboy, Jack The Nipper, Ghosts 'n' Goblins, Masters of the Universe, Rescue on Fractalus, Mr. Heli, Xenon 2, Buffalo Bill's Wild West Rodeo Show, Omni-Play Basketball, Strider, Sleeping Gods Lie

## No 55 Nov 1989

Give it some stick - Phil King gets to grip with the latest sticks! Free Tuasker poster! Preview of US Gold's Turbo Out Run! Reviewed: Batman The Movie, Indy The Action Game, Continental Circus, vigilante, Firepower, Powerdrift, RVF Honda, 3D Pool, Pro Tennis Tour, Beach Volley, The Untouchables

# HARDWARE



## KONIX MEGABLASTER

Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left and right hand use. Heavy duty leaf switches and rubber suction cups.

OFFER \$6.99

## EUROMAX COBRA

Brand new design with 8 microswitches, 3 Autofire buttons and single normal fire button provide trigger readiness.

OFFER \$11.95

## EUROMAX ELITE STANDARD

Short travel microswitch action in ergonomic and highly durable design.

OFFER \$9.95

## EUROMAX ELITE GRIP

Same as Elite Standard, but with new ergonomic grip.

OFFER \$10.95

## EUROMAX PROFESSIONAL STANDARD

High durability, rapid response and ultra sensitive movement.

OFFER \$15.95



## ZZAPI T-SHIRT

The favourite T-Shirt in Medium and XX Large sizes. 50% cotton and 50% polyester.

XX LARGE AND MEDIUM OFFER \$4.95

## ZZAPI BINDER

Have a binding relationship with your favourite computing mag! Maroon with Gold logos.

OFFER \$4.50

## ZZAPI KEYBOARD COVER

Protect your old faithful from dust, coffee and the universe with these super quality grey covers complete with ZZAPI logo made to suit your keyboard

## CBM64 FIT OFFER \$5.00

CBM64C FIT OFFER \$5.50

CBM128 FIT OFFER \$5.50

## KONIX NAVIGATOR

Brand new ergonomically designed handheld joystick with Fire Button positioned directly beneath the trigger finger.

OFFER \$14.99

## EUROMAX PROFESSIONAL GRIP

Same as Professional Standard, but with ergonomic grip.

OFFER \$13.95

## EUROMAX PROFESSIONAL AUTOFIRE

Same as Professional Standard, but with Autofire.

OFFER \$18.95

## EUROMAX MICROHANDLER

An array of features: extra-sensitive microswitch action, two integrated paddles, variable Autofire, extra large fire buttons and solid metal casing with rubber suction cups.

OFFER \$19.95

## DYNAMICS COMPETITION PRO 5000

(NORMAL)

Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.

OFFER \$13.50



## DYNAMICS COMPETITION PRO 5000

(CLEAR)

Same as PRO 5000 NORMAL, but with see-thru body.

OFFER \$14.00

## DYNAMICS COMPETITION PRO EXTRA

Features Rapid Fire, unique slow motion and see-thru body.

OFFER \$15.00

## POWERPLAY CRUISER STREAMLINE ALL

BLACK

With dual lead for Spectrum 48K/128K/Plus/Plus2/Plus3.

OFFER \$12.99

## POWERPLAY CRUISER CLEAR AUTOFIRE

Simply by holding down either of the fire buttons engages Autofire.

OFFER \$12.99

## How to order

Apart from our highly recommended games list, you can order any game released by the major software houses to date on cassette, disk or cartridge.

The offer prices on our games list include a generous discount and are inclusive of First Class postage.

If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price quoted on the software houses adverts.

## SPECIAL OFFER DISCOUNT TABLE

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on this page! Don't forget to indicate which computer you own and whether you require the software in cassette, disk or cartridge form. Similarly, don't forget to indicate garment size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add \$2.00 per item for Air Mail delivery.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any long delays.

Please ring (0584) 5620 for release dates!

## BUDGET SPECIAL OFFER!

Order four games in the \$1.99 range and pay for three (\$5.97 payment total) - a saving of \$1.99!

Order four games in the \$2.99 range and pay for three (\$8.97 payment total) - a saving of \$2.99!

## POWERPLAY CRYSTAL STANDARD

Clear joystick with red fire buttons and pistol grip handle.

OFFER \$14.99



## POWERPLAY CRYSTAL TURBO

Same as CRYSTAL STANDARD, but includes fast Autofire action.

OFFER \$16.99

## AMIGA A501 512K RAM EXPANSION

UPGRADE + CLOCK CARD  
Internal Ram upgrade to 1024K RAM.

OFFER \$129.99

## AMIGA A520 MODULATOR

Use your Amiga with a domestic TV set or composite video monitor.

OFFER \$24.99



# A Xmashing subs deal!

Subscribe to ZZAPI and you get a FREE crack-er of a gift with your subscription!

**CABAL** cass  
**OPERATION THUNDERBOLT** cass  
**BATMAN: THE MOVIE** cass

Take your pick from any of these fab games - It's yours free when you subscribe to ZZAPI And remember: You'll get

- +12 brilliant issues of ZZAPI delivered straight to your door!!!
- +FREE one of three games cassettes offered!!!
- +the chance to participate in future special subscription offers!!!

**Send in your coupon today!!!**

If you're already a subscriber and don't want to resubscribe yet, you can participate in this amazing offer by sending in a paltry £6.95 for either one of the three games!

I want to subscribe to 12 issues of ZZAPI and receive my subscription gift.  
If I've already got a ZZAPI subscription, and it is running out soon, I extend it for a further twelve issues - and still get my subscription gift.  
If I am a current subscriber, but do not wish to extend my subscription, I can still get one of the three subscription offers at a ridiculous £6.95!

Please tick the appropriate box:

- ☐ I enclose £18.00 for a new ZZAPI subscription mainland UK
- ☐ I enclose £25.00 for a new ZZAPI subscription out side mainland UK - surface mail
- ☐ I enclose £38.00 for a new ZZAPI subscription out side Europe - Air mail
- ☐ I enclose £6.95 for the special subscription offer of my choice

- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

Please extend my subscription starting with Issue No:

Please send me the following subscriber discount offer:

- ☐ CABAL cass
- ☐ OPERATION THUNDERBOLT cass
- ☐ BATMAN: THE MOVIE cass

(Please tick required item)

## EARLY WARNING:

If you wish your sub to commence with Issue 56, we must receive your coupon no later than 20th November 1989.  
Please allow 28 days for your free gift.

# ORDER FORM

MY COMPUTER IS:

CODE	ITEM	PRICE

The software discount table may only be applied to recommended retail prices as seen in the ads of this magazine, not on OFFER prices shown within the ZZUPERSTORE pages. No other discounts may be applied.

SUBTOTAL £

## ZZAPI BACK NUMBERS

Normal back issues £1.45 (Inclusive P&P)

Xmas Issues £2.15 (Inclusive P&P)

OVERSEAS please add £0.80 to above prices.

## SPECIAL QUANTITY DISCOUNT:

Order 4 issues and pay for 3

lease supply the following BACK NUMBERS (Circle required items)

05 08 12 13 14 15 16 17 18 19 20 21  
22 23 24 25 26 27 28 30 31 32 33 34  
36 37 38 39 40 41 43 44 45 46 47 48  
49 50 51 52 53 54 55

BACK NUMBER ORDER TOTAL £

ORDER TOTAL £

Name

Address

Postcode

Please make cheques/postal orders payable to ZZAPI It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for: £

☐ I wish to pay by VISA/ACCESS (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT by: £

My account No. is:

Expiry Date

Signature

SEND THIS FORM TO:

**ZZAPI ZZUPERSTORE, PO BOX 20  
LUDLOW, SHROPSHIRE SY8 1DB**



LET'S GO

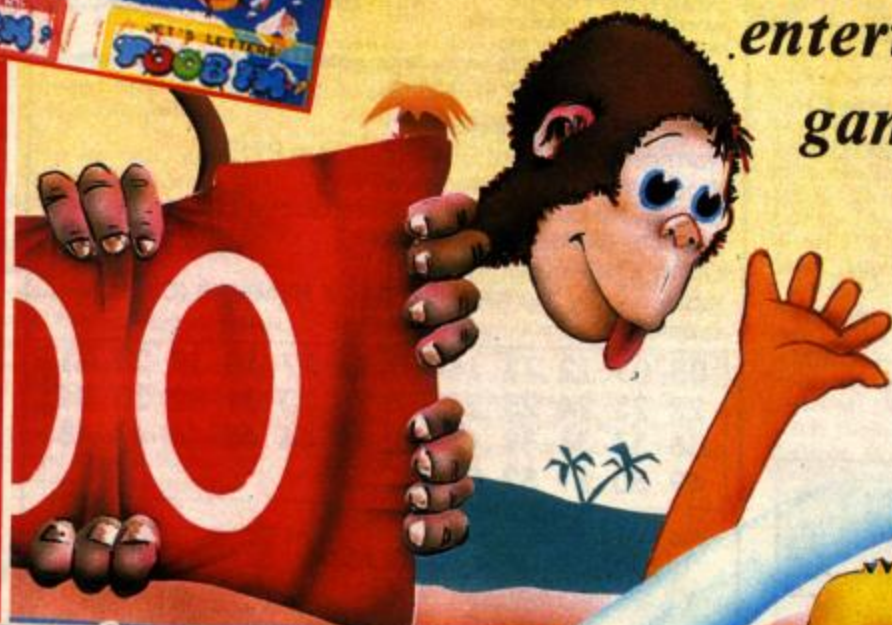
# TOOBIN'

THE WORLD'S FIRST INNER-TUBE RACE!  
*The major coin-op arcade game of the year!*

*Toobin' is the wackiest,  
funniest and most  
entertaining  
game ever!*



ATARI ST SCREENSHOTS



© 1989, 1988 Tengen Inc. All rights reserved.  
™ Tengen Inc. ™ Atari Games Corporation.  
Programmed by Teque Software Development Ltd.

**TENGEN**

*The New Name in Coin-Op Conversions.*

**DOMARK**

Published by DOMARK LTD, FERRY HOUSE, 51-57 LACY ROAD,  
LONDON SW15. TEL: 01-780 2224

Available for: IBM PC Atari ST, Amiga,  
Commodore 64 Cassette & Disc, Amstrad  
Cassette & Disc, Spectrum + 3, Spectrum 48/128.



# POWER UP!

With Activision and win an amazing radio-controlled Mega-buggy!!!



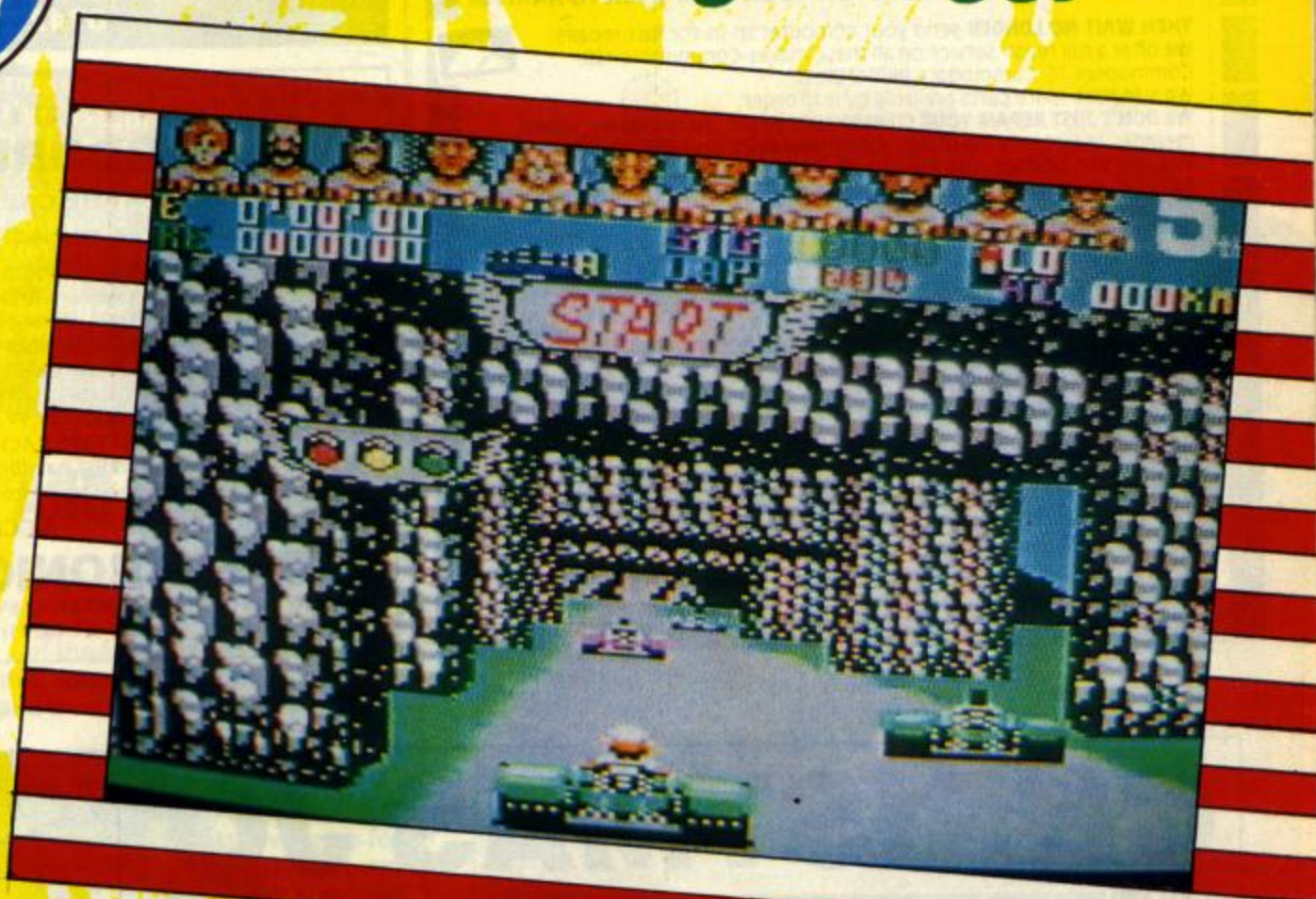
Last month you witnessed the amazing review of Activision's Sizzling coin-op conversion, *Power Drift*. Now, to celebrate the success of this super-fast racing game, Activision are giving away a fantastic radio-controlled Mega-buggy. Yes, now you can drive the local dogs and cats crazy as you steer the tough buggy all over your garden! But seriously, this buggy's big and powerful enough to go over tough terrain and even up hills – just like in the game! You can even make a suitable gesture as it zooms past your neighbours' Reliant Robin!

To stand a chance of winning the buggy, or one of ten huge A1 *Power Drift* posters for the runners-up, all you have to do is answer the three simple questions below...

1. Who programmed the C64 version of *Power Drift*?
2. How many other drivers are there to compete against?
3. Which company produced the original *Power Drift* coin-op?

There, easy weren't they? (if not, try looking at Issue 55). Bung the answers on the back of a postcard or sealed envelope and send it to **POWER DRIFT COMP, Zzap! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.**

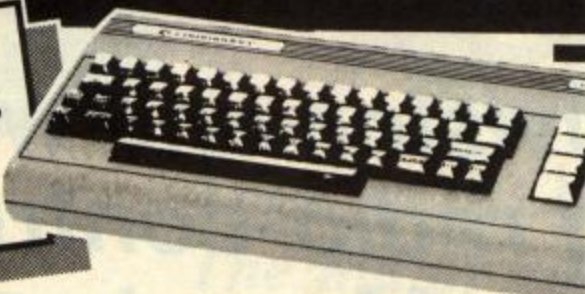
Usual competition rules apply, and entries must be received by 21st December at the very latest.





# COMMODORE 64 REPAIRS & SPARES

OR BRING IT  
TO US FOR  
WHILE-U-WAIT  
REPAIRS -  
AROUND 1 HR



## NEED YOUR COMPUTER REPAIRED FAST? FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

**THEN WAIT NO LONGER**-send your computer to us for fast repairs!  
We offer a full repair service on all these makes-Commodore 128,  
Commodore 16, Commodore Plus 4, Vic 20.

We also have spare parts available by mail order.

**WE DON'T JUST REPAIR YOUR COMMODORE 64**-we check loading, sound,  
memory, in fact fully overhaul your computer for only **£40.00** - which  
includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN  
EXTRAS.** All other models please call us for a quote on the numbers  
below.

### HOW TO SEND YOUR COMPUTER

Just pack your computer, including power supply, in suitable packaging  
and send it to the address below, enclosing your cheque to the value of  
**£40.00**-You can also pay by ACCESS/BARCLAYCARD



**VideoVault**  
LIMITED

Send your computers now to-  
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA  
Telephone: 04574 66555/67761/69499

### COMMODORE 64/ VIC POWER SUPPLY UNIT

Developed by us- is 1/3 size of  
conventional power supplies,  
Just **£35.00** + £2.00 p + p



VISA

© Copyright VideoVault Ltd. No. 987092

Fax: 04574 68946

## 3 1/2" DISKS

EVEN BETTER DISKS — EVEN LOWER PRICES

10	x 3 1/2 DS/DD	.....£8.50
25	x 3 1/2 DS/DD	.....£19.00
50	x 3 1/2 DS/DD	.....£37.00
100	x 3 1/2 DS/DD	.....£66.00
250	x 3 1/2 DS/DD	.....£160.00
500	x 3 1/2 DS/DD	.....£299.00
1000	x 3 1/2 DS/DD	.....£575.00

Ordering 100 disks or less?

Use our credit card hotline.

Access - 0742 726485 - Visa

### AMIGA MEMORY

0.5 MB NO CLOCK £75

0.5 MB WITH CLOCK £89

AMIGA EXTERNAL DRIVE £79

ATARI EXTERNAL DRIVE £84

WE ONLY USE SONY DISKS. LIFETIME GUARANTEE. 50 AND 100 DISKS SENT 3 DAYS  
DELIVERY. ALL OTHER ITEMS SENT NEXT DAY. FULL MONEY BACK GUARANTEE. SAME  
DAY DESPATCH. CHEQUES AND PO'S TO:

**HARDWARE DISTRIBUTION (dept ZZ)**  
**19 DIVISION STREET, SHEFFIELD, S1 4GE**  
**0742 726485**

AT LAST!

## COMMODORE I/C SPARES

AT DISCOUNT PRICES

For C64, C16, +4, C128 and Amiga

CIA	6526	£9.99	ROM	901227-03	£8.99
MPU	6510	£9.99	ROM	901225-01	£7.99
PLA	905114-01	£9.99	SOUND	6581	£14.99
ROM	901226-01	£12.99	RAM	4164	£2.99

C64 USER PORT RE-SET SWITCHES £5.49

MICRO MATE REPAIRABLE C64 POWER SUPPLY UNITS. SUPERB QUALITY  
WERE £29.99 NOW £24.99

C64 TAPE TO TAPE BACK-UP INTERFACE £9.99

All prices include post & packing, handling and VAT—send your faulty computer  
and P.S.U. for estimate and repair from £9.99 + parts + carriage + VAT.

SEND CHEQUE/P.O.

ACCESS/VISA CARDS WELCOME

## ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL, FY5 3NE  
Tel. (0253) 822708

# CHRISTMAS JOYSTICKS

FROM  
**Competition PRO**

Get the joysticks with proven reliability  
and features that set the standards -  
The Competition Pro range from Dynamics.

### GO WITH PRO GLO!

The latest joystick in fantastic day-glo  
red or green. Fully microswitched  
autofire and slow motion, steel shaft  
handle and more... Well Wicked! RRP **£17.50**

### COMPETITION PRO EXTRA

Same great features as the PRO GLO but with a  
super clear case. It's Crucial! RRP **£16.49**

### COMPETITION PRO 5000

Over 2 million sold and still a winner.  
Steel handle, microswitches and bold black  
case. The Business! RRP **£14.95**

Also available:

### COMPETITION PRO PC

grey/beige to match your PC. RRP **£15.95**

### COMPETITION PRO BBC

red/black. RRP **£15.95**

Available from all good retailers.

Have a joyful Christmas with

**DYNAMICS**  
marketing Ltd

Makers of the Competition PRO range of joysticks.  
New Coin Street, Royton, Oldham OL2 6JZ.  
Telephone: 061-626 7222.







So here it is, Merry Christmas, everybody's having fun... Well I'm not. For the last month I've had to listen to Phil incessantly rambling on about his recent trip to Blackpool: the wind, Linda Nolan, the wind, the tower, the wind, the circus, the wind, the hot dogs and extra large chilli burgers and... ah yes, the wind! And he didn't even bring me back a stick of rock. Instead I got a paper bag which I discovered, when I put it on, was full of itching powder. So excuse me if I'm a bit irritable this month, but my head is stuck in the hugest pot of calamine lotion you've ever seen.

## STOCK, AITKEN, AND MARTIN WALKER!

Dear Lloyd,  
I'm sure that everyone is aware of the latest trend in the music industry of re-mixing records that were moderately successful when they were first released and then re-releasing them as '89 versions with better sales.

The reason I say this is because I think it would be a good idea if some of the software houses adopted the same approach.

Take a game like *Enduro Racer*, for example, which has just been re-released on budget. I'm not saying that it isn't value for money at budget price, but the game could've been improved upon instead of just a straightforward cut in price. If it was then sold at mid-price (say £4.99), to compensate for the the extra work involved, I think this would catch on. This way, people who already own the original game might want to buy the new version as well since it would (theoretically) be much better.

I've got nothing against budget re-releases (most original budget software, with the exception of Zeppelin's, is dire anyway), but I feel that software houses should only re-release their best games at budget price (ie *Sanxion*, *Uridium* etc) and any other duff games should be 're-mixed' and not just churned out in their original form. You only have to look at games like *Crazy Comets*, reincarnated as *Mega Apocalypse* (an infinitely better game) to see what could be achieved. After all, a programmer could gain a lot of experience in the time between the original release and the re-release date. Why not let them have a crack at producing a better version, having learnt from any mistakes and also making use of any advances in programming.

Ian 'The Schemer' Frazier, Petts Wood, Orpington.

*It's an interesting idea Ian, but the only examples which spring to mind are Andrew Braybrook's remixes of his successful games Gribbly's Day Out and Paradroid. Programmers of less successful products may feel it's better to forget them as improving them probably isn't so much glitizing them up, as Braybrook's done, but starting again. Firepower, for example, would be little improved with better graphics, the whole game structure needs to be better done. And with that amount of rewriting the end-product would effectively be a new full price game. In the old days programmers would often rewrite previous games into new, and much better products, but with so much licence-based games around now this is much rarer.*

LM

## A NOVEL SOLUTION TO PIRACY

Dear Lloyd,  
Enough is enough!! I'm sick and tired of moaning minnies complaining about the problems of pirates and hackers cause. Well, I have come up with a very clever and devious plan to erase the problem completely.

Stopping piracy is easy, simply remove the masts, anchors, cannons, sails and any other boat propellants you can find on board their ships, and burn them. That will keep them at bay (snigger, chortle) for a while.

As for hackers, personally I blame the referees. When I was a lad, if I hacked anyone I was either booked or sent off the field in disgrace. So come on referees, put your foot down a bit more and society will feel better for it.

Now that I've solved your quibbles, I hope you can help me with mine. I bought a Commodore 64 from my local dealer after hearing many encouraging reports about them easily performing many tasks which we would find a boring chore. So, before leaving for work last Tuesday, I left a list of chores for the computer to do on the mantelpiece. When I got home later that day, you can imagine my surprise when I found my home was still in a terrible mess. I could not believe it, the computer had not done a thing, in fact it was still in its box in the corner of the room where I had left it!! What a con. I gave it a couple of weeks to pull itself together, but it was to no avail. My home was under two and a half feet of debris in no time at all, so I had no choice but to go back to the dealer and complain about its laziness.

Well, talk about cheek, this dealer had more cheek than a Sumo wrestler. He was most unsympathetic and rude to me, he even threatened to call the police if I tried to break his windows again.

Now I feel hurt, used and ripped off. Please tell me where I stand as regards getting my money back from my so-called computer.

**Barry (no!! not back in the box) Stoker, Telling, Tyne and Wear.**  
PS Please excuse my handwriting, but this jacket is tied too tight around my arms.

*Piracy is a serious problem and I'm appalled at your flippant approach. Confiscating pirate ships' masts, anchors etc may well stop piracy, but catching the blighters on the open seas is the real problem. The Royal Navy has a lot on its plate, and hunting down the numerous pirates is a hard task, particularly as the blaggards often neglect to fly their 'Jolly Roger' flag if they see one of our ships coming. As for your solution to hacking, well here I can heartily agree with you. Nowadays the only ref worth his whistle is Boylan (and he's often let down by his linesmen on corners, etc). But Winchester is blind, and Jack Daniels drunk (Kick-Off in-joke - Ed).*

Now onto your problems with your C64. Barry, you don't mind if I call you Barry?, well you must be more forgiving of your computer. Firstly no computer will do anything for you unless you take it out of the box and give it a nice jolt of electricity. Make sure its datasette is regularly cleaned, talk to it kindly and you never know, even the most recalcitrant computer might finally come around to your way of thinking.

LM



## BACK ME UP

Dear Lloyd,

Several interesting letters were published in issue 54, prompting me to write in and air my opinions on these subjects:

1) Please, please, please DO NOT start a video/movie column in Zzap!. I am sure that C&VG will tell you from past experience that such columns receive 99.5% abuse and very little praise. Keep to the stuff you do best and leave the film guides to the professionals, the film magazines.

2) I think having Amiga disks on ZZAP! covers is a wonderful idea. C64 tapes are no use to me now since my trusty old machine broke several months ago. Many C64 owners will detest this idea, but if you share out tape/disk covers equally, everything remains fair and everybody is happy.

3) Games piracy is never going to stop unless ALL companies take drastic action against it. Although combatting piracy is obviously best done by technical means, this may also stop some people from buying originals. I am, of course, referring to making Amiga back-up copies. Many of my games have such good anti-piracy devices that it is impossible for me to make back-ups. Therefore if anything corrupts the master copy I have to send back the game in the hope of a replacement. Do you know of any devices which can successfully copy heavily protected disks, as I would feel safer storing all my original titles away from harm.

4) I recently received a £30 software voucher for my *Battle Tech* hints (issue 55). Now that my head is back to normal I'd like to ask whether I must pay normal retail prices or the reduced Zzuperstore ones?

Stuart Hardy, Wales, Sheffield

A film review column does seem unlikely, though we had to restrain the Ed from doing reviews of *Batman* (10/10 - Ed) and *Star Trek V* (6/10 - Ed). As for Amiga disks, we've been getting a few letters in favour but it'll need plenty more to convince the 'powers that be' to look at the subject seriously.

Most, if not all companies will replace any damaged disks for a small charge so I think back-ups aren't essential, and may break the law. As for your £30 voucher, you'll be glad to know it applies to the special Zzuperstore prices - that Dr Frey's such a generous chap.

LM

## NO TIPS BOOKLET

Dear Lloyd,

Where's the 42 page tips booklet as promised in issue 53? All I got was 20 pages in the middle of ZZAP! Normally I do like your mag, but I was disappointed. I ran all over town trying to get the October issue, but there was only half the tips promised unless you managed to squash 42 pages worth of tips into only 20.

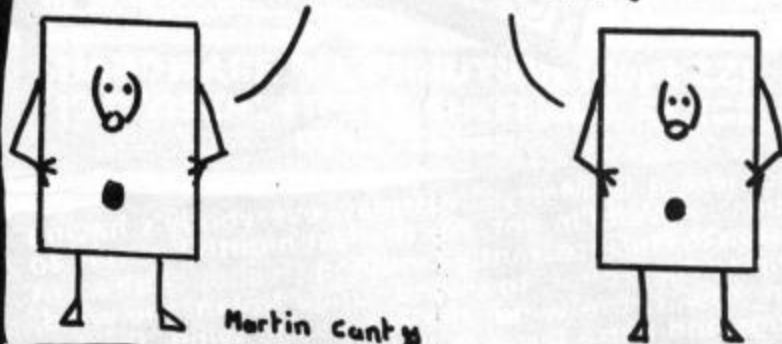
Michael Enoch, Linthorpe, Middlesbrough.

42 pages were indeed promised, and planned, but at the last minute it was decided using the low-quality paper they were going to be printed on would spoil the 'feel' of the mag. Both the adventure section, strategy and Rrap would also have had to gone on the paper, so on balance, I think the right decision was made. As many tips as possible were crammed in, and any left over were printed in last month's nine-page special. I also think the new style 'Pig in a poke' section has a lot more tips than in the past, so I hope that's some compensation.

LM

## MR FLOPPY MEETS HIS TWIN

YOU'RE MYTWIN!



Martin Canty

## REAL COMPUTER VIOLENCE

Dear Lloyd,

I was about to put my last 10p into the local *Forgotten Worlds* arcade machine when some rather abusive language caught my attention. Turning around I saw a group of thugs gathered around *Dragon Ninja* and laying the boot into it. Being as *Dragon Ninja* is one of my favourite arcade games I felt it was my duty to stop this senseless vandalism before they broke it. So plucking up the last dregs of my courage I approached the ringleader of the gang and asked him in a most polite manner what the hell did he think he was doing.

A skinhead with a bad breath problem made the rather obvious reply, 'What the \*\*\*\*\* hell does it look like?' I returned home that night with a bloodied nose and a bruised face after being headbutted and punched continually by him and his followers. And if that wasn't bad enough, they had also stamped and crushed my glasses before the manager pulled the screaming monsters off my huddled form.

After a quiet and peaceful recovery at home, I thought I would take a trip down my mate's house to see if he had any new games for his Atari ST.

After being shown up to his room by his dad I was just about to enter when I heard some rather strange growling noises coming from within. Thinking that maybe he had a girl in there, or was just perving through the window, I was just about to go back downstairs and leave when the smashed up remains of *Op Wolf* came flying through his bedroom door. When I looked up from what was left of it I saw my mate Jason standing in the

doorway with his computer clutched tightly in both hands. His anger-reddened face showed no movement as he threw down his ST. Maybe he had got fed up with it, but then again who hasn't? Before he had a chance to take his anger out on me I ran down the stairs and legged it out of his front door, promising myself I wouldn't call for him again in a hurry.

When I returned home, imagine my surprise when I found the smashed remains of my favourite game, *Armalyte*, on my brother's desk. He had always disliked that because he couldn't get very far in it, so he must have smashed it up in frustration. When I consulted him afterwards he just smiled and said he'd pay for it, his excuse was that he had accidentally sat on it and that he didn't mean to damage it. Of course I didn't believe him, I mean only Gordo could have sat on it and caused that much damage.

So Lloyd, can't you see what's happening? Computer games are turning innocent people's brains into biomechanicalised mush until, in the end, an ordinary person becomes a ruthless, violent animal, tripping up old men, smashing hospital windows, and punching small children. No wonder there's so much violence in the world, even I feel like hacking up my C64 at this moment. You must do something about it right now before it's too late and everyone on this planet will become grandma-killing, knife-wielding, headbutting, eye-gouging, unleaded petrol-using sons of dogs.

Richard Hill, Rummney, Cardiff.

Not to mention suffering incredible hallucinations?

LM



## A FEW IDEAS

Dear Lloyd,  
This letter is a normal letter from a sane reader who is trying to express some of his personal ideas, so if you don't want this section filled with stupid ideas then don't read on. Here are some ideas:

- 1) Why don't you have another cover cassette, but instead an audio one with a selection of the best C64 music to bop to!
- 2) Over a period of a year, why don't you have a software house competition? The idea is to work out at the end of the year the average percentage of games from each software house, and update the scores each month.
- 3) Have a ZZAP! reunion so we can see what reviewers from eons ago, like Gary Penn, are doing with themselves.
- 4) Have another reviewers contest, where reviewers from the different mags compete at different games.
- 5) Print winning competition entries. If there is a competition where, for example, entrants have to draw a picture, why not print it?

On to a more personal concern. I think you should fix the subscription prices in the Zsuperstore. I can buy one year's worth of ZZAP!s for about \$50 from the newsagent, but it costs \$100 to order it from you!

The Amiga section is great, and although there are many people who complain about it, they will probably buy an Amiga in the future. When they do, they can simply look back over all the past Amiga reviews which they may have previously ignored.

Well, that's it, and I know this will probably be shredded like most sensible letters but thanks for reading it anyway.  
Brett Gaborit, Glenelg East, Australia.

Shred sensible letters? Only if they've got nothing at all new to say, Brett. Now onto your points.

- 1) Interesting idea, I seem to remember one of the old ZZAP! cover tapes had some stuff by Martin Walker on it, but won't most readers want some game demos on the tape as well?
- 2) Tempting. Might not be completely fair as some of the really bad Amiga stuff we don't always cover, but maybe a loyal reader might want to compile the info for a chart in an upcoming Rrap?
- 3) Hmmm. I suppose it depends on them, really.
- 4) Yep, we were going to have one this ish but TGM wimped out due to lack of space in their mag (a likely story).
- 5) We've done this in the past, and it's always a possibility.

Overpriced Ozzie subscriptions, well according to Dr Frey ...

LM

**XMAS**

**Spot the Santa!**



A Christmas puzzle for you all!!  
Who's this megafamous Santa Claus?!!  
(answer below!)

answer - it's eastenders superstar "Dicky" Dench

LLOYD,

I'm In LOVE!!

I WANT THE WORDS TO KNOW MY CLAIM.

SO PLEASE PRINT THIS.



REHAN LOVES KAMAL.

THANKS.

## PHONEY PHIL

Dear Lloyd,  
Dear Lloyd

A few weeks ago I got a call from someone claiming to be Phil, the good old reviewer from ZZAP! According to him I had won a draw and that the prize was to choose three games for my computer (an Amiga). So no sooner than you can say Spectrum 48K I had said I would like Crazy Cars 2, and was about to say Strider, and Shadow Of The Beast when the line went dead. So naturally I blew up my telephone with three pounds

of plastic explosive, still wondering whether or not someone was having a good laugh at my expense, or I'd really won. So please could you tell me which it is?

Jamie Waller, Aylesbury.

PS If I have won, I would like Crazy Cars 2, Strider, and Shadow Of The Beast.

Our Phil seems to get about a bit, doesn't he? When he's not endorsing the Commodore Show, he's working with Viv doing the competitions. Sad to say it looks like someone has been taking the mick ...

LM



Well that's it for the yuletide Rrap, and I didn't get a single Xmas card. But seeing as this Xmas issue comes out a month before the real Christmas, you still have time to send me one (hint, hint). Until the next time, I'll wish you a Merry Christmas and a Happy New Year!

In the meantime, send those letters (and cards) to LLOYD MANGRAM, ZZAP! RRAP, PO Box 10, Ludlow, Shropshire SY8 1DB.



# WALK LIKE AN EGYPTIAN



*And win a fab ghettoblaster from Logotron!!!*

Logotron's *Eye Of Horus* combines a quality shoot-'em-up with a first-rate arcade adventure. The plot is about Horus, an Egyptian god, his task is go through the ancient tombs and mystical lifts collecting the scattered remains of an evilly murdered King. To help him in his quest he'll need amulets which give him special powers and keys to unlock some of the lifts. Fast reflexes and quick thinking are needed to defeat the evil god Set.

If you would like to win this marvellous game for either your C64 or Amiga and the chance to win a ghettoblaster as a special first prize, just pick up the phone and dial

**0898-555081**

Calls are charged at 38p per minute peak and standard time (8am-6pm Mon-Fri), and 25p per minute off-peak (Mon-Fri 5pm-8am, Saturdays, Sundays and Bank Holidays). So check with your kindly parents, then ring us for competition details and information on all the latest game releases.

Send all entries to **HORUS HOTLINE COMP, ZZAP!** Towers, PO Box 10, Ludlow, Shropshire SY8 1DB, to arrive not later than December 21.



And don't forget to ring KEN D FISH on

**0898-555085**

for all the latest fishy gossip, and the TIPS LINE on

**0898-555086**

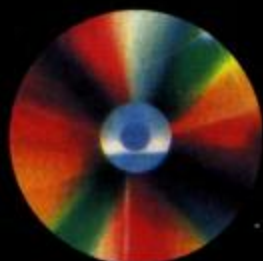
for more cheats and hints from the 'old boyo'.



YO KIDZ!  
HANG LOOSE  
Y'ALL HEAR!



# Did you ever imagine loading your C64 on C.D.



## C.D. EDITION

10 Classic Games on C.D. for the  
Commodore 64.

**DAVID'S MIDNIGHT MAGIC** from Broderbund.  
**LEADERBOARD GOLF** from Access.  
**MISSION ELEVATOR** from Softgold.  
**IMPOSSIBLE MISSION** from Epyx.  
**DROPZONE** from U.S. Gold.  
**LODERUNNER** from Broderbund.  
**SOLOMON'S KEY** from U.S. Gold.  
**JINKS** from Rainbow Arts.  
**M.U.L.E.** from Electronic Arts.  
**FIST II** from Melbourne House.  
+ **5 PIECES OF MUSIC**  
from Chris Hülsbeck.

Suitable for every CBM 64  
and normal C.D. players.  
Adapter Included.

**£29.99**



**Rainbow  
Arts**

# ENTERTAINMENT AT THE SPEED OF LIGHT

Rainbow Arts (U.K.) Ltd., 6 Sketty Close, Brackmills Business Park, Northampton NN4 0PL.



YOUR BOY IS PITCHED INTO THE INTERNATIONAL GOLFING CIRCUIT WITH JUST ONE AMBITION, TO BE THE WORLD'S N°1. NOW IT'S UP TO YOU IN

# Championship Golf

£9.99



AVAILABLE ON SPECTRUM 48/128K, COMMODORE 64 & AMSTRAD 464/6128

## THE GOLF STRATEGY GAME

### FEATURES INCLUDE

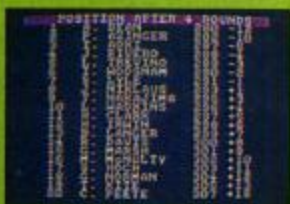
- Full Graphical Tournaments
- Major & Minor Tournaments
- Practice Rounds
- Training Hours
- 40 Professionals
- 40 Amateurs
- Out of Bounds
- Entry Fees
- Living Costs
- Speed Key
- World Ranking
- Full Major Results
- Qualifying Rounds
- Hole in One
- Driving Par
- Chipping, Putting
- Bunker Shots
- Fixture List
- Prize Money
- Caddies, Coaches
- Replace Clubs
- Bunkers
- Fairway
- Green, Flags
- Trees, Rivers
- Rough
- Scoreboard
- Birdies, Eagles
- Three Levels
- Mortgage & Loan
- Facility
- Bookies
- Hotels
- Sponsors
- Save Game Option
- Printer Option
- Name Editors
- + Much More

D&H GAMES CANNOT GUARANTEE ALL FEATURES ARE ON ALL GAMES

### AVAILABLE FROM ALL LEADING RETAILERS



SPECTRUM SCREENSHOTS



TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

### OTHER GAMES STILL AVAILABLE BY MAIL ORDER

THE NATIONAL	□	●	▲	▼	£9.99
SOCCER COACH	□	●	▲	▼	£9.99
GRAND PRIX	□	●	▲	▼	£9.99
SNOOKER MANAGEMENT	□	●	▲	▼	£9.99
BOXING MANAGER	□	●	▲	▼	£7.99
BOXING MANAGER II	□	●	▲	▼	£9.99
FOOTBALL DIRECTOR	□	●	▲	▼	£9.99
FOOTBALL DIRECTOR II	□	●	▲	▼	£19.99
CRICKET CAPTAIN	□	●	▲	▼	£9.99
WEMBLEY GREYHOUNDS	□	●	▲	▼	£7.99
INTERNATIONAL MANAGER	□	●	▲	▼	£7.99
2 PLAYER SUPER LEAGUE	□	●	▲	▼	£7.99
RECORDS FILE	□	●	▲	▼	£3.99

SPECTRUM 48k □ SPECTRUM 128k ● AMSTRAD CPC 464 ▲ AMIGA ●  
ATARI ST ◆ IBM ✕ BBC + COMMODORE 64 | AMSTRAD CPC 6128 ▼

### PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D&H Games plus a large S.A.E. with a 25p stamp attached. Please state clearly which game or games you require and for which computer. Also write your name and address on the reverse side of any cheques. Overseas orders please include £1.50 for postage and packing.



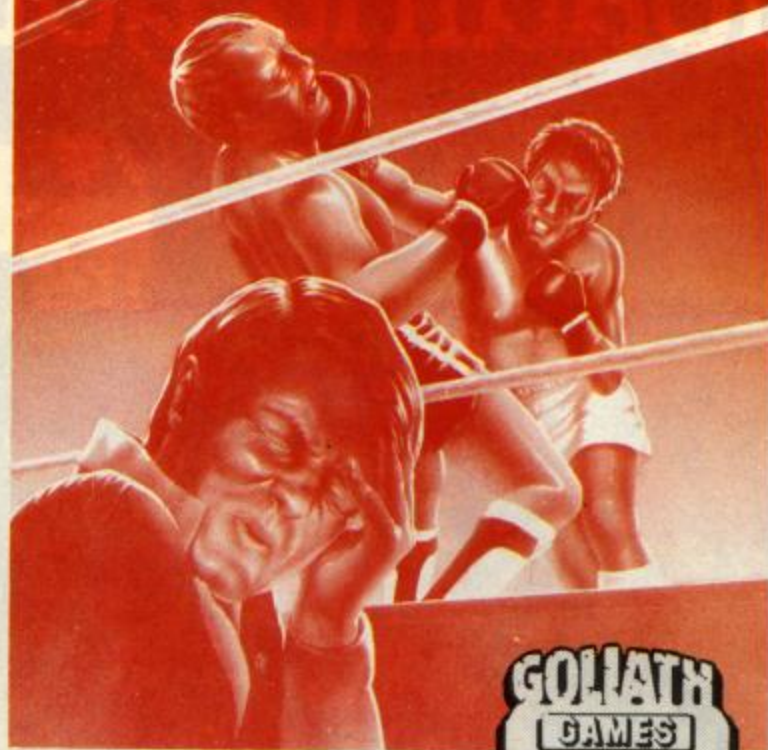
Dept 2a, 19 Melne Road,  
Stevenage, Herts SG2 8LL  
ENGLAND

(0438) 728042

CONTACT MANAGING DIRECTOR MR J DeSALIS

### WORLD CHAMPIONSHIP

# BOXING MANAGER



GOLIATH GAMES

The GIANTS amongst software

Following Tracksuit Manager's No. 1 Success comes

## BOXING MANAGER

Real Fighting - Real Tactics - Real Management

End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds.

### YES ANOTHER SMASH HIT COMING

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

### THIS GAME HAS...

100 Boxers 20 fight Managers all with individual abilities and ratings, 2 scouts • Different governing bodies • Physio • Trainer • Area national and world ranking displayed • Secretary • Filofax • Letters and telephone calls • It's all here with more.

### PLUS...

• Move around your office • Use your telephone • Answer mail • Sign agreements with boxers, promoters, governing bodies • Set up deals • Visit physio or pop into the training camp • Manage up to Five boxers at once.

### ALSO...

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

### BEWARE...

If you're looking for something easy or a joystick waggling punch up - look elsewhere this is the fight game with reality.

GOLIATH GAMES specialises in ADVANCED - INVOLVED  
- ORIGINAL SOFTWARE DON'T FORGET IT

### AVAILABLE ON...

CBM 64 - 9.95/12.95 DISC

SPECTRUM - 9.95

AMSTRAD 9.95/12.95 DISC

AMIGA • ATARI ST - 19.95

IBM - 19.95 Including V.A.T. Plus 50p post & packing The GIANTS amongst software

PLEASE SEND CHEQUES/P.O. TO:

1 SCIENCE PARK, ABERYSTWYTH, DYFED SY23 3AH







# CAR Blimey!

## THE BUDGET BIT!

### TOP GUN

Hit Squad, £2.99 (Rerelease)

**R**ay Ban sunglasses, powerful motorbikes and life in the US Navy were all popularised in the visually breathtaking film. But the real star was the Grumman F-14 Tomcat, here digitized for high-flying arcade action.

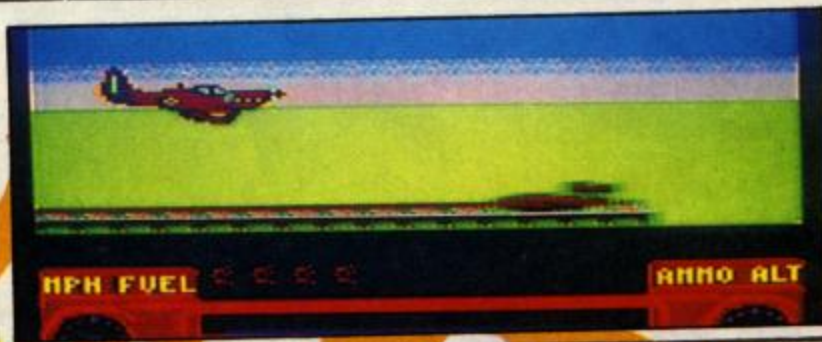
A split-screen, two-player 3-D flight game this has fast vector graphics although movement is a little erratic: you can often have the enemy plane length-wise in your sights with you in his sights as well! Planes also tend to vanish out of your gunsight when close to, rather than smoothly flying away. Another problem is the horizon - it's a simple white line and the only way of telling if you're upside down or not is by looking at your instruments.

In two-player mode you each

have three lives and the duel starts with you materialising in a night sky. Use the small radar scanner to manoeuvre into firing position and choose either cannon or missiles - the latter are deadly but can be foiled by flares. Speed can be increased or decreased, and collisions with the sea are invariably fatal. In one player mode you again have three lives, and must defeat three enemy planes (one after the other) to progress onto the next level.

As you can see gameplay is extremely simple and the graphics lack the necessary smoothness to compensate. At a budget price it's fun for a while, but lastability is low.

**OVERALL 61%**



### SPITFIRE

Encore, £1.99

**N**ext year should see Sue Lawley commemorating the Battle of Britain, and Encore are first out with a tie-in: **Spitfire**. It's 1940 and the flying bombs are zooming over the Channel toward Britain. To prevent them blowing up the aircraft (lives) parked at your base you must shoot them down, while also defending yourself against Me 109s. On the other side of Channel are rocket bases which you must destroy by making diving strafing runs. A map can be called up, but with no ability to navigate other than to make the screen scroll left or right, this facility is mainly useful as a pause.

While the backgrounds are mediocre, the Spitfire sprite itself is well-drawn and animated. Unfortun-

nately its size throws realism out of the window, and combatting Me 109s which flash across the screen so quickly is difficult. Turning around, climbing and diving are also a bit awkward with strange controls and so little space to manoeuvre in.

While luck plays a large part in your survival, practice allows you to build up a respectable score. But the lack of variety means there isn't much incentive to keep playing beyond that. Purchasers of **Operation Hormuz** should recognize the game-style as it's virtually identical, albeit lacking a few minor features. Certainly not a flight sim, this is a shoot-'em-up where overlarge sprites seriously impair playability. Fun for a while though.

**OVERALL 55%**

or human controlled). However there's very little variety to the gameplay and the items which you can pick up are very hard to see. In

two player mode it's enjoyable enough, but on your own it can soon become boring.

**OVERALL 59%**

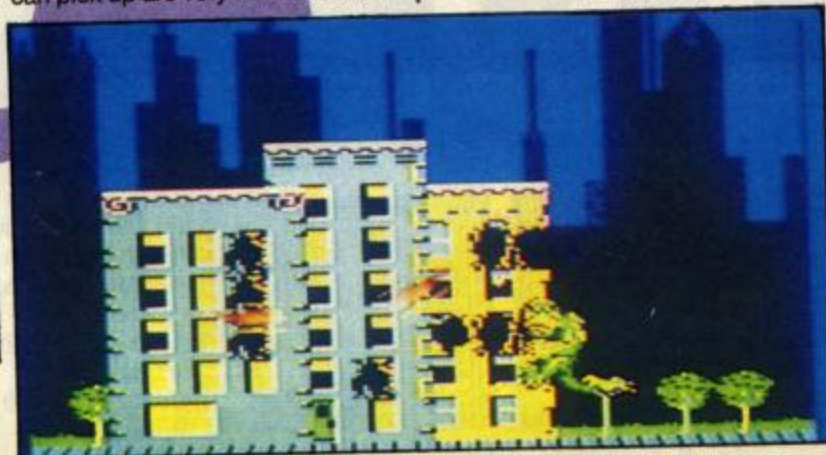
### RAMPAGE

Hit Squad, £2.99 (Rerelease)

**T**his is one of those coin-ops that leapt to fame more because of an off-beat aspect than amazing play. Here the gimmick is that up to three players take control of monsters rampaging through a city full of skyscrapers. Each screen is made up of a static view of a city street. The monster must destroy all the buildings on the street to go to the next one. Buildings are

demolished by the monsters climbing up them and smashing massive holes in them. Sometimes useful stuff, such as food, is revealed, other times it may be something harmful (ie poison). Also after the monsters' blood are tanks, helicopters and snipers.

The concept is novel and initially very funny, especially as you beat up the other monsters (either computer

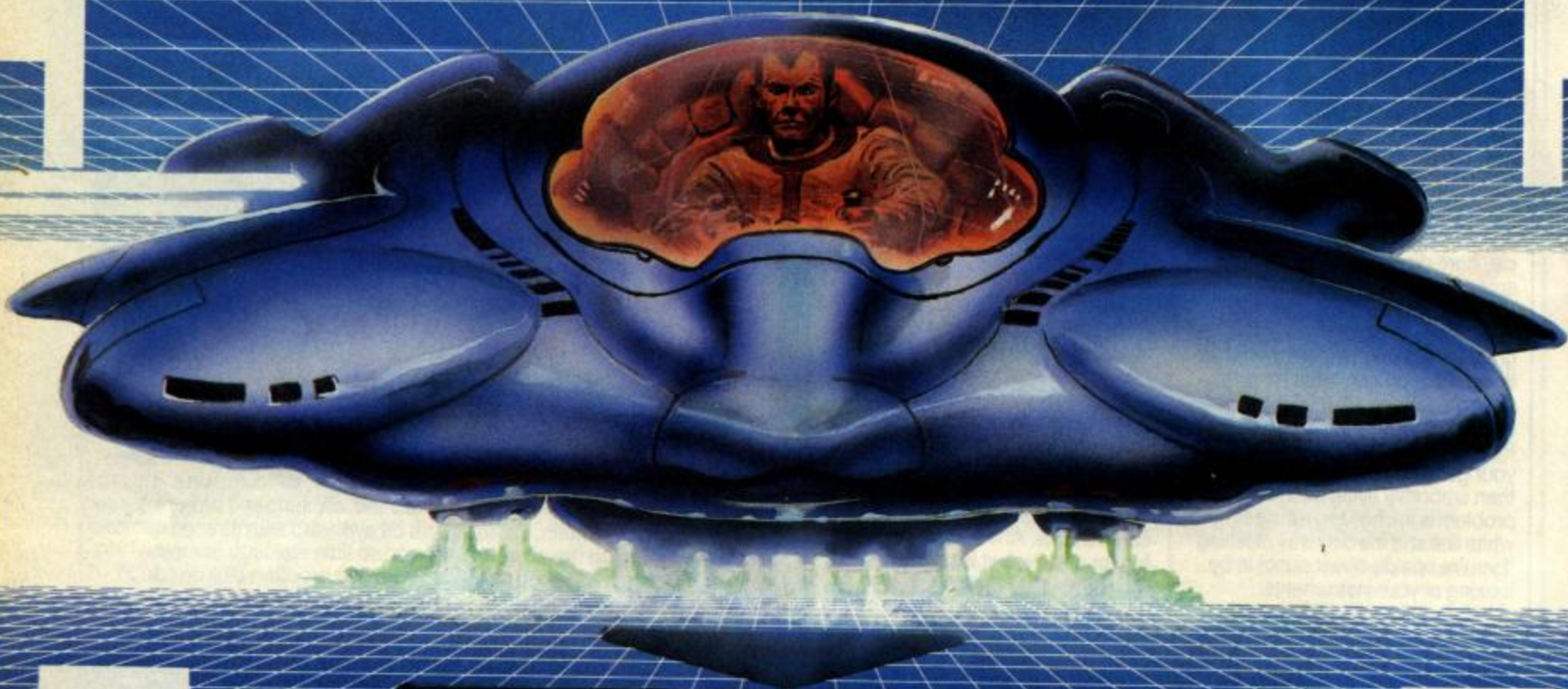




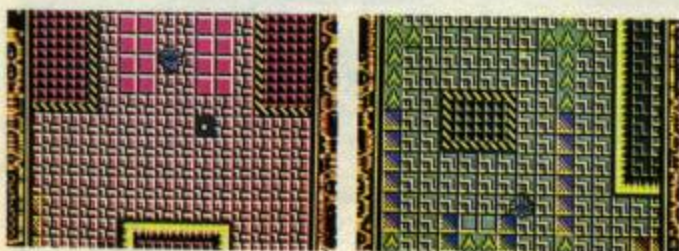
# THALAMUS



A DEAD MAN'S  
KILLING JOKE...



By Rob Stevens



**The Snare:** a twenty-level deadly maze built in a temporal cavity by billionaire Andre Thelman who ten years ago entered his creation with his most valued possession — and died.

The hunt for the mystery treasure has turned into the hottest vid game show on earth as contender after contender dies trying to crack the maze's secrets. Will you succeed?

**Snare:** fiendish, frustrating and deadly — only for the quick-witted!

**CBM 64/128**

**Cass: £9.99**

**Disk: £12.99**



## THE LAB REPORT

**RESEARCH PROJECT:** Binary code addiction as a means of controlling the world.

**HEAD SCIENTIST:** Prof NORMAN NUTZ PhD, Bsc, KP.

**RESEARCH EQUIPMENT:** C64, Amiga A500, Cray-2.

**LAB ASSISTANT:** The Geek

*Well, I must admit I've been putting my feet up this month \_ only one game arrived for review, and as it was 'extremely interesting' Star Trek stuff the 'Trekkie' Ed decided to review it himself! So I'm temporarily unemployed \_ I did go down the Jobcentre, but they didn't have many vacancies for 113-year-old mad professors. Instead, they told me to 'bugger off and draw your pension, wrinkly!' \_ what a cheek; thanks to my own Nutz Rejuvenation Potion I can still claim child benefit for myself!*

*Anyway, next month I will be re-employed \_ Ed Stu promises he won't hijack any more reviews (unless they're for Trekkie games!) \_ and I'll have a full review of Level 9's latest (and last) adventure, SCAPEGHOST (which just missed a review this issue). Until then, be adventurous.*

# LAB Report

Form 2-19

Rorschach

Scientific Stationary

## STAR COMMAND

SSI, Amiga £29.99

**S**tuart's log, Stardate 1259pm. After being beamed down into *The Prometheus Prophecy* last month, the dastardly Dr Norman Nutz has now stranded me on a space station in the Triangle. After accidentally being sold off in last month's Classifieds, he claims he hasn't time to explore this Amiga release. And in any case thinks a non-RPG fan's opinion would be useful to people who haven't played this sort of game before, so here's the idiot's guide to SSI's *Star Command*.

'Why read science fiction when you can live it?' demands the packaging; a provocative statement to me and I soon set about reading the 28 page manual. With six pages devoted to charts showing hardware available and such like, the manual seems relatively small, but it's densely packed with how-to-play stuff and not an easy read.

The scenario is surprisingly brief, about a page, and tells us the Triangle is the shape and name of Mankind's space empire. Its borders are the Alpha frontier (dominated by piracy under Blackbeard), Beta Frontier (intelligent insects planning a war) and the Unknown. You're in command of a crew of eight which must complete the various missions assigned you. Many arcade games have better and more realistic settings than this!

Once you begin the game, you must assemble your crew. All instructions are via key presses to select options. Despite the mouse arrow on screen, there's no WIMP system. Crew selection begins with you pressing 'A', and a character's seven attributes are soon displayed. Attributes range from strength to speed to intelligence. Some attributes overlap, both courage and accuracy affect aiming in battle.

If you like a character's attributes you can hire him, if not you go onto the next. Hire a

character and you can train him as a Marine (useful for espionage missions), a Soldier (Explosives and Chemical weapons option), Pilot (fly ship and communicate with aliens), and Esper (psi healing and attack).

To train a character you select a subject (ie Light Arms) and if you're lucky he'll go up a notch in that subject. Level eight is the highest you can go in a subject, and you have eight years to train someone. This might mean one year Light Arms, two years Special Forces (improving speed and accuracy attributes), one year Scouting/Recon, one year medical, one year explosives, and one year repairs. You can also go to officer school, and there are 13 ranks from private to grand admiral with widely varying earnings.

As a consequence when someone fires at an enemy the computer takes account of the weapon, whether it's loaded, range, any aiming devices added on, the soldier's accuracy, courage and willpower attributes, plus training rank with weapon type. Each time you complete a mission you can return to training to improve selected attributes/skills further.

Once you've picked your crew you should pick a starship. There's a big range, but they're expensive, limiting choice to two initially. Choose the cheapest as you also need to buy defensive equipment (shields, armour and later, electronic gadgets), ship's weapons (a large range) and crew equipment. Your team has a massive choice of weapons (5.56mm Palm Guns to Neutron Grenades), plus protective clothing and miscellaneous stuff such as Medikits, radiation detectors, and lockpick sets.

Now you're all kitted up you can get a mission from Headquarters and set off. My first mission was to go a set zone, and conduct espionage missions on all the planets there. In essence this meant moving a cursor across a plain space map until said zone was reached, then stepping down the map scale to show all the stars in the zone. I then moved the cursor to the



# CINTRONICS LTD

## STRATEGY

### ADVENTURES & SIMULATIONS

Commodore 64/128 discs

SSI		
50 MISSION CRUSH	£11.95	AMIGA
BATTLE GROUP	£22.95	BREACH
BATTLE OF ANTIETAM	£22.95	CONFLICT EUROPE
BATTLES OF NAPOLEON	£17.95	DEMONS WINTER
CURSE OF AZURE BONDS	£17.95	EMPIRE
DEMONS WINTER	£14.95	F16 COMBAT PILOT
ETERNAL DAGGER	£14.95	F16 FALCON
FIRST OVER GERMANY	£17.95	FIREBRIGADE (1MB)
FORTRESS	£11.95	FOOTBALL DIRECTOR II
GEOPOLITIQUE 1990	£11.95	GETTYSBURG
HEROES OF THE LANCE	£12.95	GRIDIRON
HILLS FAR	£14.95	HEAD COACH
NAM	£12.95	JACK NICKLAUS GOLF
OVERRUN	£17.95	KAMPFRUPPE
PANZER GRENADIER	£22.95	OIL IMPERIUM
PHANTASIE III	£14.95	PALADIN
POOL OF RADIANCE	£17.95	PHANTASIE II
PRESIDENT ELECT 88	£12.95	POPULOUS
QUESTRON I	£14.95	QUESTRON II
QUESTRON II	£14.95	RACER
REBEL CHARGE	£22.95	REACH FOR THE STARS
RINGS OF ZILFIN	£14.95	REBEL CHARGE
ROADWAR EUROPA	£14.95	RED LIGHTNING
SHARD OF SPRING	£14.95	ROADWAR 2000
SIX-GUN SHOOT OUT	£11.95	ROADWAR EUROPA
SONS OF LIBERTY	£22.95	STAR FLETT I
STORM ACROSS EUROPE	£17.95	UMS
TYPHOON OF STEEL	£17.95	WAYNE GRETZY HOCKEY
WAR GAME CONSTR. SET	£14.95	
WARSHIP	£22.95	
CLUE BOOKS: £6.95 each: BLACK CAULDRON, GOLD RUSH, KINGS QUEST I, II or III, LEISURE SUIT LARRY I or II, MANHUNTER, POLICE QUEST I or II, SPACE QUEST I, II, or III		
£7.95 each: BARDS TALE I, II or III, CURSE OF AZURE BONDS, DEATHLORD, DUNGEON MASTER, FAERY TALE, HEROES OF LANCE, HILLSFAR, MANIAC MANSION, MARS SAGA, MASTERS COLLECTION (Black Silver & LA Crackdown), MIGHT & MAGIC, NEUROMANCER, POOL OF RADIANCE, WASTELAND, or ZAK McKracken		
£8.95 each: ULTIMA III, IV or V.		
Mail order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the UK. Europe add £2 per item. Overseas £4 per item.		
CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER ST, LONDON W1N 7RA		

Pick up the phone, and enter



## The Fortress Of Doom

Are you brave enough to explore this sinister fortress? Can you outwit the creatures of evil who haunt its halls and deadly dungeons? To play this thrilling role-play adventure game, just dial the number below. Listen to the narrator. Choose your actions by speaking to our unique voice-activated computer. Hidden prizes await all who triumph.

Phone now . . . if you dare!

# 0898 555 525

For special game card and rules, send s.a.e. to PhoneQuest, Broadsystem Ltd, Elephant House, London NW1 8NP. Calls cost 25p per minute cheap rate, 38p per minute at other times.

## TURBOSOFT

(Dept ZZAP)

41 South Street  
Leighton Buzzard  
Beds LU7 8NT

MAIL ORDER ONLY  
Tel. 0525 377974

### IN CROWD

Only £10.99 Disc £13.99  
Barbarian, Gryzor,  
Last Ninja, Predator,  
Karnov Combat, School,  
Target Renegade, Platoon.

### SPECIAL ACTION

Only £8.99 Disc £13.99  
Captain Blood,  
Driller,  
SDI, Vindicators,  
Daley's Olympic Challenge

### DARK FORCE

Only £8.99 Disc £13.99  
Last Ninja,  
Batman,  
R-Type,  
Darkside

### SUPREME CHALLENGE

Only £4.99 Disc £10.99  
Elite, Ace,  
Sentinel,  
Starglider,  
Tetris

### Zzap Sizzlers Coll. Vol 1

Only £9.99 Disc £11.99  
Bionic Commandos,  
Dropzone, California Games,  
Solomon's Key,  
Impossible Mission II

### THALAMUS THE HITS

Only £8.99 Disc £13.99  
Hunter's Moon, Que-dex,  
Hawkeye,  
Armalyte,  
Delta, Sarxon.

### TOP 20 COMMODORE

1. Batman the Movie	6.99
2. Forgotten Worlds	7.25
3. Shinobi	6.99
4. Beach Volley	6.99
5. Robocop	6.99
6. Rainbow Islands	6.99
7. Strider	7.25
8. Dynamite Dux	7.25
9. New Zealand Story	6.99
10. Action Fighter	6.99
11. Myth	6.99
12. First Strike	6.99
13. Rick Dangerous	6.99
14. Laser Squad	6.99
15. E Hughes Int Soccer	6.99
16. Hostages	6.99
17. Speedball	6.99
18. Renegade 3	6.99
19. Kick Off	5.99
20. Citadel	6.99

### TOP 20 AMIGA

Xenon II	16.99
Rainbow Islands	13.99
Lords of the Rising Sun	20.99
F-16 Combat Pilot	16.99
Bomber	19.99
Falcon Mission Disc	13.99
New Zealand Story	16.99
Shoot Em Up Const Kit	20.99
Space Ace	25.99
Shadow of the Beast	24.99
Shinobi	13.99
Beach Volley	16.99
Batman the Movie	16.99
Paperboy	13.99
Damocles	16.99
Continental Circus	13.99
A.P.B.	13.99
Strider	13.99
Altered Beast	16.99
W Gretzky's Hockey	16.99

### COMMODORE

Cabal	6.99
Dragon Spirit	6.99
30 Pool	6.99
Treble Champions	6.99
Gazza's Soccer	6.50
Altered Beast	6.99
Chase H.Q.	6.99
Hard Drivin'	6.99
Ghostbusters	6.99
Power Drift	6.99
Tusker	6.99
Super Wonderboy	6.99
Untouchables	6.99
Double Dragon	6.99
Operation Thunderbolt	6.99
Knight Force	6.99
Airborne Ranger	10.99
Gunship	10.99
Quarterback	10.99
Stunt Car Racer	10.99
F-16 Combat Pilot	10.99
War in Middle Earth	6.99
Colossus Chess 4	6.99
Colossus Bridge	9.99
Heroes of the Lance	7.99
Dragon Ninja	6.99
Red Heat	6.99
Running Man	4.99
Silkworm	6.99
Saint & Gruesie	6.99
Bomber	9.99
A.P.B.	6.99
Pools of Radiance	disc 14.99
Heroes of the Lance	disc 11.99
Hillsfar	disc 14.99
Curse of Azure Bonds	disc 19.99
Mr Hell	6.99
Continental Circus	6.99
Weird Dreams	10.99

### AMIGA

Chase H.Q.	16.99
Battle Chess	16.99
Dragon Spirit	13.99
Cabal	16.99
F-29 Retaliator	16.99
Fast Lane	16.99
F. Freddy's Big Top Fun	16.99
Hard Drivin'	13.99
Knight Force	15.99
Laser Squad	15.99
Power Drift	16.99
Tusker	16.99
Stunt Car Racer	15.99
Super Wonderboy	16.99
Dynamite Dux	16.99
Tintin on the Moon	16.99
Verminator	15.99
Weird Dreams	15.99
Quest for the Time Bird	18.99
Action Fighter	15.99
Barbarian II Paygnosis	15.99
Ivanhoe	16.99
Untouchables	16.99
Neuromancer	16.99
Gazza's Soccer	15.99
Lost Patrol	16.99
Infestation	15.99
Dungeon Master (Imag)	16.99
Dungeon Master Editor	7.99
Chaos Strikes Back	13.99
Test Drive II	16.99
Populous	16.99
Populous Promised Lands	7.99
F-16 Falcon	20.99
Double Dragon II	13.99
Commando	13.99
Stryx	13.99
Nevermind	13.99
U M S II	15.99

Please make cheques and postal orders payable to **TURBOSOFT**. Orders over £5 P&P free, under £5 please add 50p per item. Europe add £1 P&P. Overseas add £1.50 P&P.

N.B. Please state make of computer and cassette or disc.

### PRECIOUS METAL

Only £16.99  
Captain Blood,  
Xenon,  
Crazy Cars,  
Arkanoid II

### PREMIER COLLECTION

Only £12.99  
Exolon,  
Zynaps,  
Netherworld,  
Nebulus

### COMPUTER HITS II

Only £8.99  
Tetris,  
Black Shadow,  
Golden Path,  
Joe Blade

### LIGHT FORCE

Only £16.99  
R-Type,  
Voyager,  
Batman Called Crusader,  
IK +

### TRIAD

Only £12.99  
Barbarian (Psygnosis),  
Starglider,  
Defender of the Crown

### TRIAD II

Only £16.99  
Menace,  
Triad,  
Baal

### COMMODORE SPECIALS

Defender of the Crown	3.99	Pacland	3.99
Football Director	2.99	Bob's Full House	4.99
Top Gun	2.99	Afterburner	4.99
Crazy Cars	2.99	The Train	3.99
Troll	1.99	Gauntlet	2.99
Crazy Cars	2.99	Strip Poker II+	3.99
Troll	1.99	Jack the Nipper	2.99
Stiffup & Co.	1.99	Lord of the Rings	2.99
Rimrunner	1.99	The Hobbit	2.99
Cauldron II	2.99	A.T.F.	3.99
Sacred Armour of Antirad	1.99	Shanghai	3.99
4 Soccer Simulator	4.99	Fernandez Must Die	3.99
Football Manager II	4.99	Book of the Dead	3.99
Running Man	4.99		

### AMIGA SPECIALS

Outrun	6.99	Flintstones	4.99
Leaderboard	6.99	Eliminator	5.99
Marble Madness	7.50	Zynaps	5.99
Strip Poker +	5.99	Emmanuelle	9.99
Bards Tale	7.50	Kristal	12.99
King of Chicago	7.99	Pioneer Plague	5.99
Three Stooges	7.99	Backlash	3.99
Warlocks Quest	2.99	TV Sports Football	12.99
Infection	4.99	Billiards	4.99
Alternate Reality	5.99	Barbarian (Palace)	5.99
Casino Roulette	3.99	Pacmania	7.99
Brian Clough's Football	6.99	Pacland	7.99
tunes		Captain Blood	6.99



STARPORT

FU/

AR

P>Saavik  
C>Scotty  
1>Saavik 0 18  
2>Kirk 6 18  
3>Cherokee 8 18  
4>Uhura 6 18  
5>Stone 8 8  
6>Rock -- --

Cherokee fires  
Bofors Medium Torpedo

nearest star, stepped down the map scale, and moved the cursor to the nearest planet. Map scale is scaled down to show a piccy of the planet, and a mission (either espionage, trade or scientific) is selected. A dropship is shown flying off, then returns. Pretty boring huh?

Of course it takes time to get into the game, and soon enough space combat had begun. The first phase of combat is communication where you can, for example, plead for a truce or even pretend to be a deity and demand the enemy surrender. Phase two is movement. Your rather pathetic ship icon (it resembles a stick man! - Norman) can be moved around or rotated. The latter is important because which direction shields, and gun positions, face is crucial. Phase three is firing, the computer suggests targets, but can change them or not fire at all. Choose fire, and a laser beam flies off, it's course and impact determined by weapon type, the gunner's skill and so on. As important as tactics in battle, is the planning of the ship's defences; which weapons are where and so on.

If you've planned well you can badly damage the enemy and choose to board his vessel. Squad combat then begins: this is basically the same whether on an enemy ship, space station or planet. The view switches to show the combat zone, from above, and details of your squad's health. The environment is divided up into empty areas, impassable areas, and defensive or offensive areas. Combat is again divided up into communications, movement and shooting phases. The squad

always moves together and occasionally you can stumble over a computer, allowing you to scan its memory etc.

Presentation throughout the game is crude and unattractive. Using the mouse to point and click on a nicely designed layout would've added a lot. The basics of gameplay are surprisingly simple, but killing someone involves so much (skill, character attributes, choice of dozens of weapons etc) that it's far from easy to play.

Appropriate enough for something which claims to be like a book, the reward of playing the game isn't so much spectacular space battle scenes but the gradual development of the adventure. Your squad builds up its skills (and if you lose a man you might clone him, expensive as it is). The missions gradually become more interesting, and clearly there's a lot of memory to provide a big variety.

If I had more spare time, *Star Command* offers the sort of challenge most arcade games couldn't dream of matching (though *FOFT* has a go). It is, in a very limited sense, like being in a book. But you must use your imagination a heckuva lot to get over the poor presentation. According to Robin this is only an average example of the game-type, so I'll be looking out for some of the better ones (Oh no you won't! - Norman).

ATMOSPHERE	48%
PUZZLE FACTOR	N/A
INTERACTION	44%
LASTABILITY	68%
OVERALL	52%

STARPORT SOLONOR

Rank	Name	Class
P>	Corporal Sulu	Pil
C>	Lieutenant Scotty	Pil
1>	Private Saavik	Esp
2>	Sergeant Kirk	Mar
3>	Private Cherokee	Mar
4>	Corporal Uhura	Pil
5>	Private Stone	Sol
6>	Sergeant Rock	Sol

On your last mission you discovered that Blackbeard was scheduled to refuel his ship somewhere in sector (38,22). Go to this sector and do a standard search, investigate and destroy.

Press ENTER Key

# SCAPEGHOST

Level 9, C64 £14.95 cassette/disk

**O**f all the funerals in all the world, I had to walk into mine! It's a spooky feeling, watching your own funeral, with people looking straight through you as if you weren't there. Well, maybe I'm not in the flesh, but my spirit lives on.

How did I come to be in such a strange situation? Well, it all started when I, Detective Alan Chance, was sent on an

help from all my graveyard colleagues.

You see, being a ghost isn't all it's cracked up to be. At first, I can't lift even very small objects, I must build up strength by picking up progressively weightier objects starting with a tiny plume of thistle-down. To move heavy items I must recruit the help of the other ghosts, but most are either not able or willing to help me. Only by helping them or showing them my improved strength can I count on their aid. One thing I do know: I won't be



door. I could see a grandfather clock and a fluorescent tube. On the grandfather clock was a panel. Ghostly footsteps trod clumsily behind me, as if two figures were carrying something heavy up the stairs. But this was only another echo of the past. (Shift)

undercover mission to infiltrate a drugs gang. Everything was going as smooth as a baby's bottom when someone alerted the gangsters. They killed me and took my partner Sarah as a hostage - for some reason they preferred her company to mine! Anyway, my colleagues on the force now think that I was to blame - I've got three nights as a ghost to bring the gangsters to justice, clearing my name in the process.

When the mourners have left, I watch the workman fill in my grave. He seems to see me for a split second and goes almost as pale as me. Darkness has already fallen when he and the night watchman leave the cemetery. I'm on my own now, or so I think until the spirit of Joe Danby greets me. This friendly ex-publican gives me a guided tour of the graveyard and its inhabitants before I start my quest.

Apart from Joe and myself there are seven other ghosts including a blind old lady, a perennially arguing couple, and an old army Colonel who is continually moaning about the drunken, graffiti-spraying vandals in the churchyard. Undoubtedly, I will be requiring

able to catch the gangsters on my own.

Level 9's last adventure is undoubtedly one of their finest. The novel idea of playing a ghost works surprisingly well and affects the whole nature of the adventure, creating unique problems. For instance, you can carry only one (fairly light) object at a time, and in the presence of strong light you soon start to fade!

Graphics are few and far between on the disk version, (although good when they do appear - better to have a few good pictures than many bad ones) and missing altogether on the cassette game.

Far more important is the text which isn't exactly spooky, instead being very humorous in the style of *Gnome Ranger/Ingrid's Back*. There are plenty of bad puns about death here (you haven't a ghost of a chance, we don't serve spirits etc) - in fact the only one that appears to be missing is the 'stiffy' joke!

As usual with Level 9, the location (and especially character) descriptions are detailed and atmospheric, and virtually all of the items mentioned in it can be EXAMINED. As in the *Ingrid*



games, most of the problems are character-based, and interaction with the other ghosts is essentially very good. The other characters are independent, moving around at will, and behave realistically, not necessarily doing what you tell them to.

With such a novel plot, wonderfully devious but logical puzzles, a superbly humorous atmosphere, and the usual Level

9 parser and vocabulary sophistication, *Scapeghost* is a classic not to be missed. Ironically, it's also a wonderful adventure epitaph for Level 9!

ATMOSPHERE	97%
PUZZLE FACTOR	98%
INTERACTION	97%
LASTABILITY	96%
OVERALL	97%

## SCIENTIFIC SUGGESTIONS with The GEEK

Hobble Gobble! I've invented the Geeky greeting. Whenever two Lab Report fans meet they must hop on their right legs, holding their right ears with their left hands, and shout 'Hobble Gobble!' (both my legs always fall off while doing this!).

How do you recognise another Lab

fan? Easy, he (or she - I'm no sexologist!) is good at adventures because he's got all the best tips and he's always got a smile on his face as he reads the greatest mag in the history of the universe! (What? *Human Vivisection For Beginners?* - Norman). Commercial over, it's time to get on with those tips.

**Fish!** To get Tuned Crystal... Go to the restaurant (next to the university) and buy a sachet of plankton with your Fisa card. Now go to the alarm room (in the museum) and open the sachet. Now you can go NORTH without fear of the alarm going off. Now take the crystal.

Now go to the pub in Pickering and 'ASK DRUNK FOR CARD' (you'll have to buy him a snifter in exchange). Use this card to poen the door leading to Dr Salmon's lab in the university. In his lab you'll find a crystal tuna. Put the crystal in this, turn on the tuna, and hey presto - a tuned crystal!

**Jinxter:** Mound of dirt a problem? Emptying the can of worms helps.

**Bard's Tale II:** In the Snare of Death in Dargoth's Tower, say 'HAVOK' to the statue and make sure each party member carries a token.

The Sword of Zar is on level 2 of the the Maze of Dread in Thessalonica. Say the answer to the riddle backwards to ge the sword.

**Jack The Ripper:** Examine the knife closely. Behead the French doll and remember what you saw in the mirror.

**Maniac Mansion:** Stuck in the dungeon with no key? Look for

the loose brick under the window. Give the Man-eating Plant some radioactive water and some burp juice. Fix the wires with tools and play the games.

**Corruption:** Read the contents of the envelopes that Stubbs types

for David. Theresa leaves at ten: go in and get the brass key.

**Ingrid's Back:** Get on the rook in Cawing Road and tell it to go to th landing pad on the lighthouse. Go down and get Millie Watts to sign. Go down the ladder to get out.

## CLEVER CONTACTS

I'll jump from the top of Ludlow church if one of these clever folks can't help you. Send 'em an SAE and they'll soon have your problem solved.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magic, Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka, John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69. Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only), Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA11 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death, David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH. Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood, Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN.

Adventureland, Subunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sancton, Wishbringer, Trinity, The Pawn, Chris Fleming, 235 Meola Road, Pt Chev, Auckland, New Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Teh Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akryz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula, Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork II, Zork III, Exodus, Ultima III, Ultima IV, Ultima V, The Boggit, Never Ending Story, The Hulk, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akryz, Perseus and Andromeda, Lord of the Rings, Quest for the Holy Grail, Hacker, Starcross, Moonmist, Frankenstein, Winter Wonderland, Imagination, Jack The Ripper, Leather Goddesses Of Phobos, The Pawn, Borrowed Time, Déjà Vu, Planetfall, Hitch Hikers Guide To The Galaxy, Duddy Geezers, Tass Times In Tone Town, Return To Eden, Snowball, Worm In Paradise, Stationfall, Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytek, Robo City, Imagination, Demon Knight, Kobayashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair, Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall, Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasia I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer, Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter, Warren Lee Meila, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending Story, Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx,

Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit, Billy Kavanagh, 49 Drake Hall, Westthoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail, Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sancton, Valkyrie 17, Very Big Cave Adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.

Ian Gay, 18 Earsdon Close, West Denton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I, II, III, IV, Zim Zala Bim, Cricket Crazy I, Kobayashi Naru, Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP (No more phone calls, please)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall, Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG.

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx, Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magic, The Pawn, Twin Kingdom Valley, A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP.

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Déjà Vu, Shadowgate, The Three Musketeers, Plundered Hearts, Steven Coomber, 6 Maysfield Close, Portishead, Bristol, BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobayashi Naru, Sherlock, William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland, EH30 9NA.

Corruption, Tass Times in Tonetown, King's Quest III, Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zork II, Gnome Ranger, Knight Orc (part one), Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge, Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Never Ending Story, Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

Football Frenzy, Cricket Crazy, Mindshadow, The Quest For The Holy Grail, Se-kaa Of Ashiah (part 1), Never Ending Story, Kentilla, Zzzz, Time Tunnel, Castle Of Terror, Peter J R Laws, 60 Standard Rd, Enfield, Middlesex, EN3 6DP.

Time Tunnel, Quest For The Golden Eggcup, Spiderman, Wolfman (all parts), Kevin Moffat, 54 Parsons Pool, Dunbar, East Lothian, EH42 1JN.

Hitchhiker's Guide, Leather Goddesses, The Hobbit, Lord Of The Rings, Space Quest, Zork I, II, and III, Ultima I and II, Bureaucracy, Zak McKracken, Dracula, Wolfman, Rigel's Revenge, The Pawn, Kobayashi Naru, The Boggit, Gnome Ranger, Ingrid's Back, Hulk, Price Of Magic, Zim Zala Bim, Never Ending Story, Corruption, Knight Orc, Seabase Delta, Richard Coleman, 6 Bankside, Hartley, Kent Tel: (04747) 3204

## ADVENTURE HELPLINE



Do you play computer adventures? Have you ever been faced with a seemingly impossible situation?

**WE CAN HELP**

Our adventure rescue team work 7 days and 7 evenings a week and will be pleased to answer your queries.

We offer help with any games or any computer - so if you are tearing your hair out ring this number now!

**0898 338 933**

T.M.E.Pk: 10b Hulme Hall Road, Manchester M15 4LY

Calls charged at 25p/min (cheap rate/38p at all other times)





NOW

# THE ULTIMATE UTILITY CARTRIDGE COMES OF AGE! **ACTION REPLAY Mk VI**

IS HERE

FOR CBM64/128

THE ACTION REPLAY  
MK VI WILL LOAD  
A 200 BLOCK  
PROGRAM  
IN UNDER 6  
SECONDS

ONLY  
**£34.99**  
POST FREE

WARNING  
1988 COPYRIGHT ACT  
Datel Electronics neither condones or authorises the use of its products for the reproduction of copyright material.  
The back up facilities of this product are designed to reproduce only software such as public domain material, the users own programs or software where permission to make a back up has been clearly given.  
It is illegal to make copies, even for your own use, of copyright material, without the expressed permission of the copyright owner, or their licensee.

**THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED  
UTILITY CARTRIDGE EVER CONCEIVED!**

**TURBO  
LOADER**

Load 202 block program in under six seconds - world's fastest disk serial loader. On-board Ram and Rom achieves such high loading speeds. Works with 1541/1571/Oceanic/1581.

**INFINITE  
LIVES  
GENERATOR**

Automatic infinite lives!!! Very easy to use, works with many programs. No user knowledge required.

**PROF  
MACHINE  
CDE MNTR**

Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for debugging or just for fun!

**SPRITE  
CONTROL**

Freeze the action and view the sprites - watch the animation - customize your games - kill sprite collisions.

**FREEZER  
FACILITY**

Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.

**DISK COPY**

Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

**TAPE  
TURBO**

This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

**FAST  
FORMAT**

Format an entire disk in about 10 seconds - no more messing about.

**PRINTER  
DUMP**

Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

**CENTRONICS  
INTERFACE**

For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).

**SCREEN  
EDITOR**

Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. - Great fun!

**EXTENDED  
TOOLKIT**

Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

**THE REVIEWERS SAID**

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"  
*Commodore Disk User*

**THE ACTION REPLAY  
MK VI IS NOT ONLY THE  
WORLDS FASTEST  
TURBO LOADING  
CARTRIDGE BUT IT IS  
PACKED WITH ALL THE  
FEATURES YOU HAVE  
EVER NEEDED AND  
THEN SOME MORE!!!**

**HOW TO ORDER...****PHONE**

0782 744707  
24hr Credit  
Card Line

**POST**

Send cheques/POs made  
payable to "Datel  
Electronics"

**FAX**

0782 744292

UK ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS  
AND SUBJECT TO CHANGE WITHOUT NOTICE

**DATTEL  
ELECTRONICS**

DATTEL ELECTRONICS LTD.,  
FENTON INDUSTRIAL  
ESTATE  
GOVAN ROAD, FENTON,  
STOKE-ON-TRENT,  
ENGLAND.

TECHNICAL  
PHONE LINE  
0782 744324

**GRAPHICS SUPPORT  
UTILITIES DISK**

**SLIDE SHOW.** View your favourite screens in a slide show type display.  
**BLOW UP.** Unique utility allows you to take any part of a picture & 'blow it up' to full screen.

**SPRITE EDITOR.** A complete sprite editor helps you to create or edit sprites.

**MESSAGE MAKER.** Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music.

**ONLY £9.99**



# Christmas Day at the ARCADE

Christmas is coming, the goose is getting fat, so please put a 10p in the coin-op slot. Poor old ROBIN HOGG, he gets to go to the arcades with a bag full of coins (I wondered where the petty cash went – Ed), and all in the name of 'research'. Just for you (not at all for his own personal pleasure) the old boyo checks out what's hot in the arcades this yuletide.

## SAGAI (DARIUS 2) (Taito)

Following the long venture into arcade racing territory (**Chase HQ** and **Continental Circus**) and all out blasting action (**Operation Wolf/Thunderbolt**) Taito move back to old ideas with a sequel to their innovative hit **Darius**. The wonderful three-screen cabinet has been trimmed down slightly with just two screens making up the playing area (still twice as much as any other coin-op around at the moment).

It seems that Earth is in peril yet again. Two heroes are given a customary brain extraction (who with any brains would undertake suicidal missions like this one?) and promptly sent on a mission to blast through from the Sun to the

enemy's bases around Jupiter.

The first thing that really shows how much of an improvement over **Darius** it is is the size of the ships and aliens – they're massive, making for less room on screen and an all round tougher game. The sheer variety of sizes gives the game a constantly changing style with first small aliens to blow away followed by larger mother-ships, leading up to MASSIVE end-level battleships (heralded by panic-inducing Warning messages). The usual power-ups can be picked up: downward-firing lasers, a very handy rapid fire laser system, air-to-ground missiles, bombs, and force field.

So far, not that much different from **Darius**. This changes with

entry into planetary systems as the parallax scrolling comes into effect with a considerable number of layers and a graphic quality far surpassing every Taito game to date. The first few levels are of such a superb quality that you feel compelled to see the later graphics (which are works of art in their own right). Make it through one level and you have a number of directions to choose from to reach the final level (very much in an **Out Run** style). This ensures long term depth as the different routes hold different enemies and different graphic

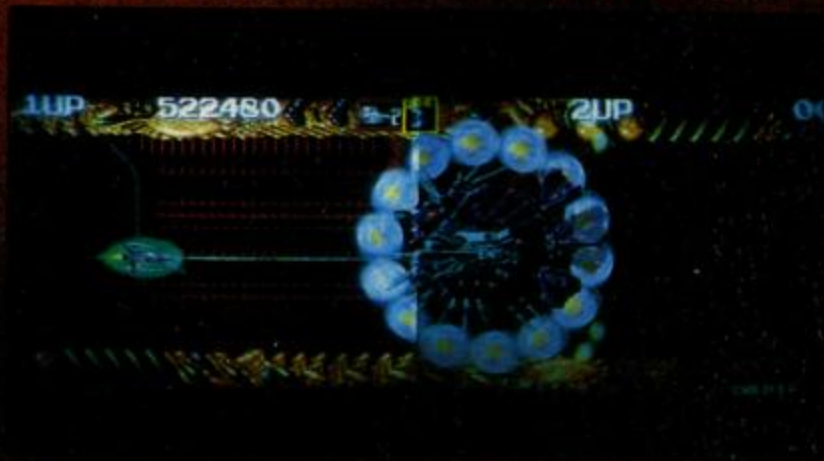
worlds to defeat.

Despite having limitless funds to hand, I could only just make it through Venus (Mercury Zone C proving a right swine of a level). This one will have me coming back again and again to face ever stranger mother aliens and fly through the best graphics I've seen for quite a while. With or without the magnificent two-player mode, **Sagai** is one tough but excellent coin-op – how long before we see Ocean and Softtek/The Edge battling for the rights to this beauty?

## MIDNIGHT RESISTANCE (Data East)

My first thoughts about **Midnight Resistance** were that it was a two-player **Battle Ranger**. The difficulty level is certainly a lot higher than any previous Data East game with little more than 10 yards trudged before Ninja-ish guards

appeared. The plot escapes me for the time being but basically it involves one (or two) hardy soldiers entering an enemy fortress, involving four way scrolling and a heck of a lot of platforms and maze-like structures to move over and through.





# ADDES

The soldiers have a nice line in multi-way firing, their arms turning through 360° to fire at anything in any direction. Destroy the bad guys and collect the credit cards left behind – kill the end-level baddy and you gain access to the enemy's arsenal (complete with sirens blaring – great).

The weapons are what make this game, with a massive flamethrower doing the most damage, shotguns to pick up, superpower for weapons, essential ammunition, and homing missiles to name but a few. Graphically it's no great shakes although there are the odd bits where the crowd starts to build up around you – the fortress on level 2 hidden behind a hedge of chainsaws (!) is frighteningly nasty and the scene where you're chased through underground waterfalls by tanks, infantry, and jet-pack men will have you suffering a coronary.

Originality takes a backseat in **Midnight Resistance** but there are some good effects to see if you can overcome its unforgiving difficulty level. One question: why doesn't the game put the graphics on the screen BEFORE you move down into new regions? It looks most unprofessional, moving into a black screen and then having to wait for the graphics to 'catch up'.



## U.N. SQUADRON (Capcom)

**T**his one gets my personal vote for best coin-op of the month, if not the year as it has planes in it – what more can I say? Well, let's just say that Capcom are currently No. 1 in the arcade scene with their new CP coin-op system which generates some of the most impressive graphics yet seen (looking even better on the now in-vogue 26-inch monitors).

The plot revolves around a hot-spot Middle East country with ideas above its station (ie it's declared war on everyone else). Predictably a violent response is called for and one or two aircraft are sent in to take out the menace (choose from an A-10, F-20, or F-14). From the selection screen it's through to the 'shop' where shields, power-ups, bombs and missiles are stocked up on the shelves. Some of the messages the shopkeeper comes out with are mystifying, 'Japlish' at its best. Just ignore him, buy the biggest weapons you can afford and get out there.

The slaughter begins over the outer reaches of the desert with the planes taking out ground installations, tanks and suchlike. Helicopters come en masse, giving away power-ups when destroyed. Take out the huge, missile-firing tank and you're through for mega bonuses. The mayhem continues up in the air with a B-2 Stealth Bomber to shoot down. Level three sees the world's saviours saying 'Stuff Ecology' as they raze entire forests to the ground, searching for rocket launchers.

All this sounds fairly ordinary but Capcom have a way of injecting that quality touch into their games – the superlative graphic chip works overtime. The graphic style is a mixture of Japanese cartoon and richly detailed sprites, fighting in front of atmospheric backgrounds. Neat graphic extras, include the pilot flinching

when the plane is hit and the great 'level complete' scene with your plane roaring out of the screen. Simple shoot-'em-up action it may seem to be, but **U.N. Squadron** also offers a good dose of strategy in which weapons to use. The

action is both vicious and extremely well presented. All in all, Capcom have another winner despite the very familiar gameplay. As are US Gold, who have the rights to the computer conversions.

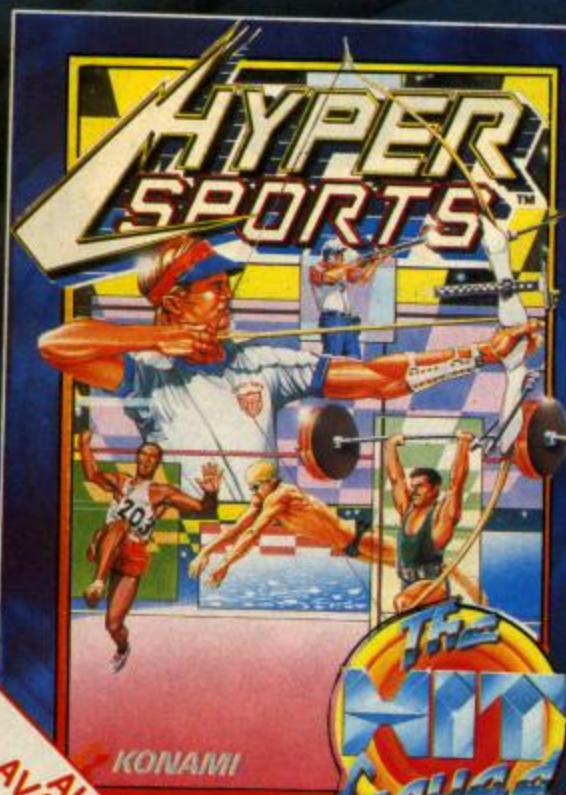


## NEWS

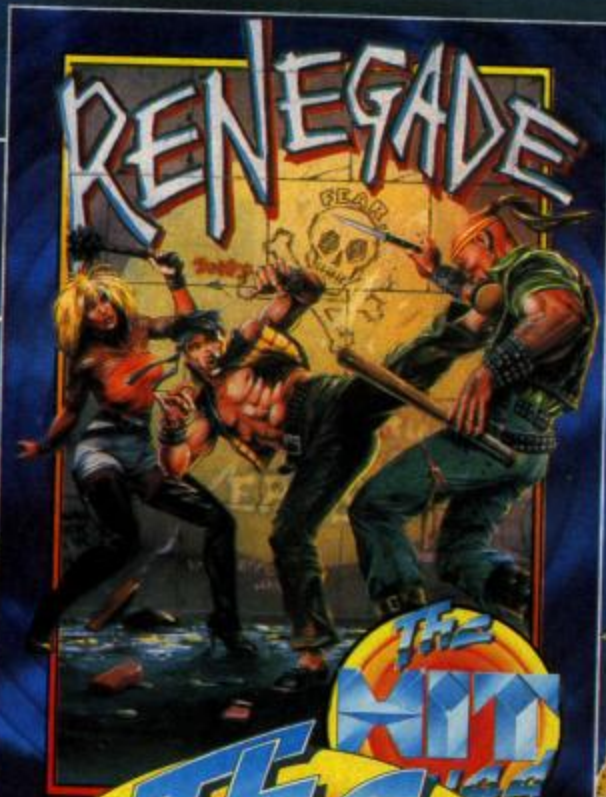
Watch out for S.T.U.N. Runner soon from Atari which follows on from **Hard Drivin'** with polygon graphics. This time it's future racing with tunnels to race through at 900 MPH, lasers to unleash at the enemy and 'Shockwaves' to devastate all in their path. Konami have **Gradius 3** and **Blockhole** (a weird cross between Tetris and Breakout) coming soon from the Orient; **Volfiev** is soon to appear from Taito; **Beast Busters** from SNK with three (!) guns bolted onto the cabinet; **Namco's** go-kart game **Four Trax**; and **Kong Catcher** from Tecmo. Finally a new Sega game is in development in Japan, titled **Line of Fire**. It promises to be the best Sega game yet (although it's only 30% complete at the moment).



# HIT'EM FOR SIX!



ALSO  
AVAILABLE  
FOR  
BBC



ALL AVAILABLE FOR:  
SPECTRUM  
COMMODORE  
AMSTRAD  
**£2.99** EACH

**HIT NAMES  
HIT GAMES**





# classifieds

## WANTED

**Wanted** old C64 games tape or disk Kronis Rift, Elite, PSI-5, Leaderboard, Sentinel, Pawn, Spindizzy. Must be original, will pay cash or swap for Compunet Modem. Call Lee after 6pm on 052785 2518. Other titles wanted!

**WANTED URGENTLY** Machine Lighting Assembler, disk version preferred. Will pay £15. Write to Darren Pearsall, 10 Hill Crescent, Alsagers Bank, Stoke on Trent, Staffs. ST7 8BG or phone (0782) 722419. Please help, I am desperate!

**WANTED URGENTLY** Action Replay Enhancement disk for own personal use (must be for MkV Professional). Will pay £9.00. Ring (04027) 55033. Ask for Mark (after 4 pm). Got cartridge but no disk.

## FOR SALE

**C64c**, datasette, joystick, £300 original games, back-up cartridge, manuals. Bargain at £250. Contact Gary 0744 892749.

**C16 originals** for sale. Over 100 classics to clear. Send for list. Only one original of each game, so be quick and send SAE to Mr T.T. Williams, 44 Elm Park, Clonmel, Co Tipperary, Eire.

**Commodore 64**, datasette, 2 joysticks, Freeze Frame back-up copier, magazines and over £500 worth of original games. All in fantastic condition. Need the cash! Therefore 150. Ingrebourne (04023) 46367. Ask for Steve.

**If you want** some games for less than £6.00 each then send a SAE for a list. Send to P. Hardwick, 18 Tower Close, Bassingbourn, near Royston, Herts. SG8 5JX.

**C64**, disk drive, C2N tape, 1702 CBM monitor, Freeze Machine, lots of disk and tape games (all originals) inc. Zak McCracken, Salamander etc. Worth over £1000, will accept 250. Phone Gareth on (0286) 77487.

**C64**, 1541 disk drive, datasette, joystick, Action Replay + many, many extras, plus well over £1000 of software on tape and disk. Perfect gift for Xmas. Bargain at £400. Hankins, 43 Malvern Road, Goole, Humberside DN14 5HU.

**C64**, good condition, £200 worth of games, datasette, 2 joysticks, mouse and cheese. Will sell for £135. Phone 01 706 1471 after 8pm. Ask for Simon. Buy now! While offer lasts.

**C64**, 1541 disk drive, datasette, 1520 printer, plotter, joystick, Expert cartridge plus £400 worth of software. Many old and new titles including Armalyte, Run the Gauntlet etc. Sell for £350. Phone John (01) 657 7624 evenings only.

**C64** with new power pack, Load It, 3 joys, many new games inc. Renegade, ISS, Tank Attack, Silk Worm, New Zealand Story. Worth £600, asking for £150. Phone Northolt 4236097 and ask for Ramin. Computer books inc.

**C64**, datacassette, 1541 disk drive, MPS 801 printer, Action Replay MkV Professional, joystick, disk doubler, hundreds of games on disk and tape, many blank disks etc. Excellent condition only £375. Phone 0728 602654 after 5pm.

**64 games** - all must go at give-away prices of 50p to £3.00. All are originals. Please send an SAE to Daniel Pippard, 28 Winchester Road, Bromley, Kent BR2 0PZ for games list.

**C64**, two joysticks, over £300 of software, tape deck, worth over £500, sell for £250. Ring 01 592 3293. All good condition.

**C64 games** for sale. All originals, all tape. Titles including Micro Soccer, Out Run, Football Director. Prices from 70p. Large SAE for list to Mark Thorn, 3 Hawthorn Way, Wing, Leighton Buzzard, Beds. LU7 0TQ.

**C64**, C2N, Joystick, £400 worth of games, top titles Bombusai, Barbarian II, Last Ninja. Worth 600, sell for £350. Ring (0525) 850325 and ask for Matthew.

**C64**, datasette, joystick, £600 games including Silk Worm, Robocop, LED Storm, Operation Wolf etc., speech synthesiser, utility cartridge, mouse, graphics software, manuals and books, boxed. Bargain at £300 ono. Great deal. Contact Paul 0836 38854 after 5.30pm.

**Commodore 64** for sale, with tape deck, 2 joysticks and over £250 worth of games. Lack of use, hence sale for only £100!!! Phone Ian on 01 866 6638 after 7pm.

**C64**, 2 joysticks, disk drive 1541, datasette, Freeze Machine, utility disk, manuals, mouse and cheese. Over £300 worth games on disks and cassettes. All worth over £750, will sell for 300. Phone (0753) 886987 (South Bucks.)

**Games, games, games** and more games. Computer sold and now loads of new games for sale. Send a SAE for list and prices to Nick Key, 56 Crossfields, Tarvin, Cheshire CH3 8EP. Ring 0829 40820.

**Software sale** CBM 64 tapes, all £1 or less including Cybermold II, Rastan etc. Disks £3.50 or less including most SSI, Bards Tales, Tornado. Also 25 blank disks £10. Total plus 50p P&P. Andy 01 841 0675

**C64c**, C2N, Oceanic d/drive, 2 joys, Action Replay MkV Freeze Mach., cartridges, 450 plus games (tape + disk). Demo Making, demo + utility disks, Geos, Neos mouse cheese. Worth £2000+. Sell for £500. Call Stefan: 0473 710244 after 6pm.

**Pokes and tips** for C64. Send £1 for Part One and £1 for Part Two. Buy both and get free games for first five people. Send SAE to: Neil Grant, 24 Highfield Road, Buckie, Banffshire AB5 1BE.

**C64**, datasette, 1541 disk drive, Quick Disk plus cartridge, £5000 worth of software on tape and 80 disks, books and mags, 2 joysticks. Excellent condition, only £300. Worth £5500. Tel: (061) 477 2776.

**C64**, disk drive, lockable disk box, 20 blank disks, Euromax joystick, loads of Zzaps, over £1500 of top games, total value over £1700. A real bargain at £345. Phone Warrington (0925) 724496 after 6pm. Hurry!!!

**C64 cassette and disk games** for sale! Inc. Batman, Barbarian 2 and more. All original. Send SAE for list to J. Hughesman, 50 John Kennedy House, Rotherhithe, Old Road, London SE16 2QF.

**C64**, C2N, 1541 disk drive, 2 joysticks, mouse, 100 tapes, 300 games on disk, Action Replay cartridge, £325. Phone Chris 0742 470430 after 6pm.

**C64**, C2N data recorder, 3 joysticks, 90 games including Operation Wolf, Microprose Soccer and Seuck. Write to Daren Wood, 26 St Georges Road, Swanley, Kent. Worth £800, will sell for £350 ono. Quick sale wanted.

**C64**, 1541 disk drive with Disc Demon + Action Replay Professional, over 60 disks with over 150 games, 2 C2N cassette players. Excellent condition, sold in box, worth over £1000+, will sell £350. Phone 061 793 1054.

**C64 with datasette**, Action Replay MkV cartridge, 350 worth of great games including Armalyte, 10, Great Giana's, Bambuzal, Robocop, Barbarian, Darkside, IK+, Impossible Mission 2 and much more. Bargain at 200. Phone Brighton 0273 722881.

**Commodore 64**, 1541 disk drive, printer, two tape decks, doubler, Music Maker, mags, joystick and £1250 of games for sale. Also word processor + filing system. Will sell for £450 ono. Ring (0509) 231663.

**C64 tape games**, all originals, dirt cheap. Please send SAE for list to: Richard, 4B Currents Lane, Harwich, Essex CO12 3DE. Also Sega games at half price. All boxed, as new, so write now!!

**C64**, datasette, £450 worth of software including LED Storm, Barbarian I & II, Armalyte, Blas-teroids, Batman plus lots more, all originals, two joysticks. £180 or nearest offer. Ring Skelmersdale 26586 after 4pm.

**C64 games** worth £400, all originals, including Last Ninja 2, California games. £80. Phone 0295 252973.

**Amiga games** for sale. All originals from £3-£7. Games include Int. Soccer, Leader Board etc. Send letter for prices to Henry V. Mills, 26 Lancaster Road, St Albans, Herts. AL1 4ET or phone 0727 51552.

**C64c**, one year old, with data cassette, two Comp. Pro. joysticks and £800 worth of games. All for only £250 ono. Ring Micheal on 01 427 4761 after 5pm.

**Commodore 64c** with C2N datasette and £250 worth of software including Forgotten Worlds, Robocop, Licence to Kill, Dragon Ninja, Renegade III and much more. Phonne Louie after 6pm on 01 843 1933. Bargain at £250 ono.

**MPS 801 dot matrix printer**. Boxed, exc. cond. complete with manual and dust cover. Hardly used, £65 ono. Phone Ian after 6pm 061 427 1444.

**Amiga A500** with 1 Mb expansion, modulator, joystick, over 50 titles of software worth over £800. Will sell for £375 ono. Tel. 01 422 2381 after 4pm. Ask for Dave and hurry!

**Bargain C64**, MPS 801 printer, 1541 disk drive, tape deck, Expert cartridge, over ninety original games, many Gold Medals and Sizzlers including Armalyte, Alter Ego. All in excellent condition £300 ono. Phone Grays Essex 377523.

**CBM 128**, C2N, 1571 disk drive, over 50 games on tape and disk, Freeze Machine and diskette box. Excellent condition and fully boxed. Worth over £800 will sell for £350. Phone Lee on (01) 552 3036.

**Yo! Original tape games** for sale right here. All £3 or less. Eg: Renegade 3, Silk Worm, LED Storm, Tracksuit Manager, SEUCK. Send 2nd class stamp to: -H. Fu, 59 Baden Powell Road, Chesterfield, Derbyshire S40 2SL.

**Amiga 'stuff'** for sale. 1/2 Meg expansion £70.00, software from £2.00 eg: Afterburner £6, Outrun £5, Starway £7, Minigolf £6, Feud £2. Wanted disk drive, cash waiting. Phone Duncan on 0253 899741. All original, like new!

**C64c with tape deck**, Micro Handler and Comp. Pro joystick along with £400 worth of games including Silk Worm and many others. Will sell for £300. Price debatable. Phone 055 934 646 after 4.30pm. Hurry!

**C64**, Oceanic disk drive, datasette, 3 joystick, 150 games (13 Gold Medals, 4 Silver Medals, 47 Sizzlers) magazines, utilities, 50 disks. Worth over £1000. Brilliant value at only £330 ono! Phone 06285 20292 (Bucks).

**CBM 64**, two tape decks, 100+ games, two joysticks, reset switch, back-up board, programming book. Games include IK+, Tetris, Bambuzal, Quedex, Armalyte. Worth well over £450, will sell for £199 ono. Call Alex on Grimsby (0472) 828224.

**For sale** very new Oceanic disk drive, still boxed, £70.00 ono. Also loads of games for sale (C) or (D). SAE to Colin Stanton, 52 Royston Gardens, Ilford, Essex IG1 3SY.

**C64**, C2N, disk drive, joysticks, reset switch, keyboard, £800 worth software inc. £360 worth Gold Medals, Sizzlers etc., loads of mags. Total value £1100. Will sell for £399. Phone David after 6pm. Saltash 847048. Bargain!

**C64**, C2N, disk drive, Freeze Frame cartridge, light pen, joysticks, magazines, over £2000 worth of games. All worth over £2500, sell for £450 or swap for A500 plus extras. It's a bargain! Tel: 090722 4118.

**Amazing C64**, datasette, Quickshot Turbo II plus 2 other joysticks, over 250 games including Forgotten Worlds, Silk Worm, Dragon Ninja, Run the Gauntlet, Robocop, Renegade 3, much more. Worth £1500, sell for £250. Phone Stuart, Larkhall, Scotland, (0698) 884114.

**Yo Buddy!** Hundreds of pokes and passwords for your C64 (includes instructions) all typed in alphabetical order. Please send £1 and SAE to: -A. Crampton, 86 Iverson Road, Darwen, Lancs. BB3 3AP.

**C64**, 2 C2N's, back-up board, small printer, speech maker, 3 joysticks, books, magazines and over £1200+ worth of games! Whole lot worth £1600+, sell for £450. Bargain! Apply to Chris Somes, (0322) 51554. Hurry!

**Commodore C64c**, 1541 disk drive, C2N data recorder, loads games, all original including Micro-Soccer, Stealth Fighter, Out Run, Platoon. Worth over £800, excellent condition, £350 ono. Phone (0272) 566309.

**CBM128**, 1541 disk drive, 130+ disks, 20 original games, Dattel Burst Nibbler, Action Replay MkIV, mouse, joystick, 70 magazines, cassette deck with 20 originals + 30 other cassettes, books. £250 ono. Phone John 0777 703147 (Retford). Also 1701 colour monitor £120 ono.

**C64c**, datasette, 3 joysticks, over £250 of software including Robocop, Op Wolf, NZ Story, Last Ninja 2. Sell for £275 ono. Phone Dan on (0773) 835433.

**Commodore 64**, excellent condition. Includes tape deck, two joysticks and extensions, over 90 games. Only £120. For more details phone 01 828 6202 and ask for Graeme between 7.00pm and 9.00pm.

**C64 tape games** for sale, including Phobia, Silk Worm, Citadel, Speedball, Forgotten Worlds and many more. For full price list send SAE to Eddy Saunt, 26 Hamilton Drive, Radcliffe-on-Trent, Notts. NG12 1AG. Hurry!

**CBM 64**, datasette, lightpen, Quickshot II, new PSU, Music Maker, many games. Worth over £150, will take £130 ono. Please ring Wakefield 462045. Ask for Jitesh after 5.00pm.

**Bargain** C64, disk drive, over 600 games, magazines £250. 50 Zzap Sizzlers £1.50p



# FREE Catalogue

## SOFTWARE

All the leading software for your computer-Spectrum, Commodore 64, Amiga, Atari ST, BBC, Sega plus many more.

## HARDWARE

Printers, Disc Drives, Light Pens, Snapshot, Reset Switches, Freeze Frame MK5, Mouse, Light Guns.

## JOYSTICKS

We have a large range of Joysticks from all the leading Manufacturers "Phasor One", "125", "Challenger", "Mach 1", "Starfighter", "Competition Pro", "Konix Auto Fire", "Cruiser", "Sega Joystick" plus many more.

## BUSINESS SOFTWARE

Statements, IBM Software, Head Cleaners, Disc Boxes, Mouse Mat, Invoices, plus large selection of Amstrad/IBM Business programmes.

## BLANK MEDIA

3" Discs, 5 1/4" Discs, 3 1/2" DS/DD Discs for all computers.



**VideoVault**  
LIMITED

© COPYRIGHT VIDEOVAULT 987071



Just send us 3 x 19p stamps for your free copy of the Computer Companion—over 24 pages of all the latest in Hardware & Software. 24 hour delivery or you can order by phone using Access/Visa.  
Send for your Copy Now.

VideoVault Limited,  
Old Kingsmoor School, Railway Street,  
Hadfield, Cheshire SK14 8AA.  
Telephone: 04574 66555/67761/69499.  
Fax: 04574 68946.

# GAMES FREE GAMES PRICE LIST

## Williams Computer Services Ltd.

For all your Software requirements.  
For a fast friendly service.

### GAMES

We have available, a large range of games software in all formats, for all the popular machines.

### BUSINESS

We can supply software to suit your business needs for P.C. and compatibles.

### CONSUMABLES

We supply a large range of consumables such as printer ribbons, cables, and blank discs and tapes.

### JOYSTICKS

We can supply all the popular Joysticks and Interfaces to fit most popular machines.

### DISC DRIVES

We have available, a range of add-ons and disc drives to suit most machines.

Please phone us for latest prices on all items on 0522 693556 (24 Hours). Or write to us enclosing a 20 pence stamp for your free price list at:- 22 Cottesmore Road, Doddington Park, Lincoln, Lincs, LN6 3RH.

Please note: All cheques will be cleared immediately if cheque guarantee number written on reverse.

**WILLIAMS COMPUTER SERVICES LTD**

Please make all cheques and Postal Orders payable to Williams Computer Services Ltd.

# MIDLAND COMPUTER REPAIR SERVICES

UNIT 1, THE OLD DAIRY, NORTH STREET, MELTON MOWBRAY, LEICS.  
LE15 1NL. TEL: (0664) 410148 FAX: (0664) 410560

# TECHADE

A RANGE OF DIAGNOSTIC/FAULT FINDING GUIDES FOR POPULAR HOME COMPUTERS IN COMPREHENSIVE MANUAL FORMAT.

- \* NO TECHNICAL KNOWLEDGE REQUIRED TO USE THE MANUAL.
- \* NO COMPLICATED CIRCUIT DIAGRAMS USED OR REQUIRED.
- \* DESIGNED TO BE USED WITH INEXPENSIVE TOOLS.
- \* ELEMENT OF TEACHING COMPUTER SYSTEM/OPERATION.
- \* FREE EXPLANATORY LEAFLET AVAILABLE (S.A.E. PLEASE).

IMMEDIATE DESPATCH BY FIRST CLASS POST.  
MANUALS AVAILABLE NOW FOR C64 AND C64C

AT **£9.95** + 50p post/packing

AMIGA VERSION AVAILABLE LATE DEC. 1989

AT £19.95 + 50p post/packing.

cheques and postal orders only accepted.

## REPAIRS

\* FULLY INCLUSIVE PRICES

\* 12 MONTHS WARRANTY

C64 £25.00

C64C £28.00

C128 £30.00

C16 £20.00

C+4 £25.00

1541 £25.00

(LOGIC FLTS)

AMIGA £50.00

(LOGIC FLTS)

MONITORS & PRINTERS  
(QUOTATION)

TRADE ENQUIRIES WELCOME  
cheques or postal orders only  
accepted.

I.C.'S AND SPARES FOR COMMODORE COMPUTERS: S.A.E. FOR PRICE LIST.



each, first come first served. All games on disk, A.P.B., L.T.K., Citadel. Write Tony Bellamy, 62 Houghton Road, Bolsover, Chesterfield, Derbyshire S44 6SG.

## PEN PALS

**C64 tape contacts** wanted to swap hints, tips etc. Write to Ronnie, 19 The Paddock, Gateshead, Tyne & Wear NE10 8NX. All replies will be answered.

**Fast, reliable and cool** worldwide C64 contacts wanted. Write to: Peik Stremsholm, Beach Street 30, SF-Vasa 65120, Finland! Disk and modem only. Disks = 100% answer. Write today.

**Yo, Amiga freaks!** I want to get in touch with some cool and experienced contacts/coders worldwide to swap the latest demos (less than 2 weeks)/sources. No disks - no reply! Thomas Blomberg, Rossgatan 6E12, 65380 Vasa, Finland.

**C64 contacts** wanted. Tape only. Write to Jonathan Neale, 11 Garden Village, Darwen, Lancs. BB32 2HJ. All letters answered.

**Wanted** 64 contacts worldwide. Send your disks or letters to Steve at 26 Vickers Road, Firth Park, Sheffield, S5 6UZ. Sorry disk only 100% reply. Write now.

**Amiga contacts** wanted all around the world. 102% reply. Send disks, lists or letters to Helgi Gudbjartsson, Langholt-Svegi 40, 104 Reykjavik, Iceland.

**C64 contacts** wanted. Send lists on disks to Adam, 54 Premier Road, Pallister Park, Middlesbrough, Cleveland TS3 8RP, England. 100% reply. Send disk now for guaranteed reply. Like to have some USA contacts.

**C64 contacts** wanted. Disk only. Send disks to Mark, 17 Agaton Road, New Eltham, London SE9 3RN! All mail answered. Only fast people please! L8R.

**Amiga and 64** contacts wanted to swap the latest wares. For a fast reply, send letter and disks to either address. Mike, 101 High Street, Northwood, Middlesex HA6 1EB or 136 Vale Road, Seaford, Sussex BN25 3HB.

**Amiga contacts** wanted. Send lists and disks to Brad Sutherland, 13 Corran Gardens, Broughty Ferry, Dundee DD5 3EH, 100% reply.

**C64 contacts** wanted to swap stuff on disk only. Old or new, as long as it's good I don't care. Send lists or disks to James Matthews, 26 Acre Road, Great Sutton, South Wirral. **Yo!** I'm a C64 disk user who wants penpals worldwide. Interested in swapping games, hints, tips etc. Send disks to Jamie Stevens, 3-406 South Street, Ballarat VIC, 3350, Australia. No lammers please!!!

**C64 and Amiga** contacts wanted. Send lists or disks to Ben Higgins, 71 Blenheim Road, Moseley, Birmingham B13 9TZ. 100% reply.

**Amiga user** wants fast contacts all over the world! Send disks or lists to: Bas Van Pelt, Vliegstuiglaan 58, 3769 JN, Soesterberg, Holland (100% reply).

**YO!** Every boy and girl all around the world. Let's swap info, intros, demos etc. on C64. Contact Jarmo Savinen, Poste Restante, 18200 Heinola, Finland. 101% reply to everyone. Disk only. Send now!

**C64 freak** wants heaps of penpals to swap latest C64 stuff. Send list/disk to Steve, 101 Cae Gabriel, Penycae, Wrexham, N. Wales LL14 2PL. I will reply to all. 100%

**C64 disk contacts** wanted. Send disks, lists and letters to Paul Daws, 180 Nottingham Road, Hucknall NG15 7QD or phone 0602 752237. 100% reply. Write now!

**Amiga contacts** wanted from anyone anywhere. To swap hints, tips, etc. I promise to reply all letters. Write now for a fast reply. Write to Campbell Chung, 37A Chelsea Street, Miramar, Wellington 3, New Zealand.

**Amiga and C64** contacts wanted. 100% reply if you send disk. 99% for all list senders. Amiga: Mika Elmeranta, Auvastentie 26B 21, 20760 Piispanrasti, Finland. C64: Kimmo Niukko, Revonkatu 1AS2, 20760 Piispanrasti, Finland. Only hot sendings!

**Amiga contacts** wanted: send list/disks to: B. Hennessy, 217 Pearse Road, Sallynoggin, Dun Laoghaire, Co Dublin, Ireland.

**Amiga/C64** contacts wanted. Also coders & musicians wanted etc. Only the best. So send disk to: Eddie, 23 Mahon Crescent, Black-Rock, Cork, Ireland.

**All C64 disk users** contact me. I want hundreds of contacts. Write to Mark, 7 Overhill Way, Brighton, Sussex BN1 8WP. Also phone Jeremy on 0273 550300 for Amiga. 100% reply rate. Do it now.

**C-64 freak** wants heaps of pen pals to swap latest wares, so send lists/disks to Mike, 80

Queen Street, Altona, Victoria, Melb 3018, Australia. Reply to all letters.

**Fast Amiga contacts** needed. All 100% reply. Games, demos and VHS films. All the latest. Write to Craig, 16 Dunedin Drive, Salford 6, England. Plus if you can code or draw then please write. Bye.

## FANZINES

**FREE!** Amiga PD in the new disk mag 3PD. Including reviews, news, listings and fabby free DEMOS. Send a disk, cheque for 1 and a SAE to: 3PD, 8 Harcourt Road, Brockley, London SE4 2AJ. Ring 01 6910406.

**Adventure coder magazine** for everyone, no matter what computer or utility! Only £1 UK every month/ £1.75 Europe/world (Surface mail) £2.25 (Airmail). Cheques payable to:- C A Hester, 3 West Lane, Baldon, West Yorkshire BD17 5HD.

## MISCELLANEOUS

**13 Guests, 13 Suspects, 1 Murderer:** The ingredients of perhaps the most innovative P.B.M. ever: WHODUNNIT. Start-up £2.50, Turns £1. Also EURO SOCCER BOSS featuring ingame magazine. Start-up £2.00, Turns £1.25. Start-ups include first turn. Write immediately: Derek Doran, 3 Glenavlin Park, Chapelizod, Dublin 20, Eire.

**Win the Pools** with my Commodore 64 prediction program. I have! Mathematical probabilities not form. £12.95 cassette. Disk soon. K. Pitman, 20 Chester Way, Fellgate, Jarrow, Tyne & Wear NE32 4TJ.

**Have you ever** looked at games or demos and said to yourself 'I wonder how they did that'? All will be revealed. Write to Mark, 116 Broomhill Drive, Glasgow G11 7AS, Scotland or phone 041 339 4719.

**Earn money** in your spare time, quick and easy. For more information send a SAE to Steve Thomas, 33 Hollins Grove St, Darwen, Lancs. BB3 1HG.

**Earn up to £1000** a week using a simple financial method. Work from home in your spare time. No initial outlay. Send large SAE to Mark Burr, 36 Ebberston Terrace, Hyde Park, Leeds LS6 1AU.

# Classifieds

**16 sprites** on screen at once! Basic and M/C versions for C64. Send £3.00 for program plus list of other programs and utilities to: J. Wells, 9 De Grey Road, Gaywood, Kings Lynn, Norfolk PE30 4PH.

**If you don't** want to make more money than you can imagine, then don't send a large SAE for free details to:- Mac, 11 Hudson Road, Woodhouse Mill, Sheffield S13 9WU.

**Intergalactic Time Wars.** Britain's newest computer based role playing game. Send a SAE for a free go and your starter pack. Over 100 players already. Cash prizes. Address: 2 Beechwood Road, Llangatock, Crickhowell, Powys NP23 1PL.



## RESULTS with Ken the Fish

Merry Fishmas everybody! Yes, it's that time of year again, when Slade release *that* record and Father Fishmas comes down the air tube to bring me loadsa fab presents! And then there's Fishmas lunch: I always have special roast turkey Tetrafin. And the parties - I love those great games like fish in the middle, pass the fin, and fisherman's knock.

New Year's Eve's a bit odd though; all them men who talk funny and wear skirts, dancing round swords - weird! So until I see you again, Merry Fishmas and A Happy New Year!

## KRAZY KIWI COMP (Ocean, Issue 53)

Aw, what a cute little bird that Tiki is (or is it Joey? No-one at Ocean seems to know!). And the lucky winner of our crazy komp can now snuggle up with his own cuddly wuddly stuffed toy kiwi plus three Ocean

games. He is:

**Jamie Joyce, Essex SS5 6LU.**

Ten lucky runners-up (five 64 and five Amiga owners) get a copy of that Antipodean Sizzler, New Zealand Story...

J B Walton, Workington CA14 5BJ; Anthony Williams, Southampton SO2 8GD; Mark Wingate, High Wycombe HP15 7TL; Alistair Jackman, Basingstoke RG25 1SX; Daniel Jenkins, Poole BH14 0DD; William Lee, Liverpool L25 9ND; Jonathan Taylor, Bovingdon HP3 0JW; Ryan Thomas, Harlow CM18 6UD; Gareth Turner, Canvey Island Essex; A Wheatcroft, Reading RG7 1AT.

## ASTAROTH/HOTLINE COMP (Hewson, Issue 52)

Ken D Fish, Level 6 Fighter, opens the creaky door of the east dungeon, and is confronted by an extremely dangerous, fish-eating troll. 'Hello Mr Troll. Are you any relation to Chuck Vomit?' inquires our brave hero.

After thus confusing the vile beast, courageous Ken decapitate him with a single swipe of his swordfish.

S R Dhain, Leicester LE5 2GG; Chris Howson, Rochdale OL11 2YB; Ike Anyal, Manchester M16 0BP; Graham Dowle, Kent CT21 6LX; Simon Triggs, Farnham PO14 2LA; Neil Mayer, Plymouth PL7 4JZ; Damian Jones, Bradford BD12 9EL; Andrew Huntley, Consett DH8 0PP; Andrew Roaden, Manchester M27 2PR; Sammy Jason, Edgware, Middlesex.

And 10 Amiga runners-up get a copy of Astaroth and a poster...

David Exton, Stafford ST16 3SG; Andrew Fryer, Leeds LS17 6SH; F Bissett, London N14 5PT; Richard Walker, Dudley DY3 3SB; Alex St Louis, Ilford IG3 9HJ; Martin Campbell, Isle of Lewis PA86 0ED; Chris Cotton, Daventry NN11 5HT; B Dass, Croydon CR4 8LN; Raii Verma, Wolverhampton WV4 5AP; Kayeur A Patel, Leicester LE4 6RP;

## I'LL SHOW YOU WHAT TO DO WITH YER ?!\*\$??! FREE MODEMS COMP (Compunet, Issue 53)

And now on Top Of The Cods we have Curiosity Killed The Catfish with 'Oh Yeah Baby, You've Got A Lovely Answering Machine'...

CKTC: 'Oh what lovely bleeps you've got, my telephone's melting it gets so hot...'

... Oh wow, that was great, I'm sure it'll get to number one... hundred and thirteen!

Yet another (not quite so) brave adventurer, who wins a brilliant Advanced Dungeons And Dragons set, is...

**H W Chenug, Falmouth TR11 3HG.**

10 C64 runners-up receive a copy of Stormlord plus a poster...

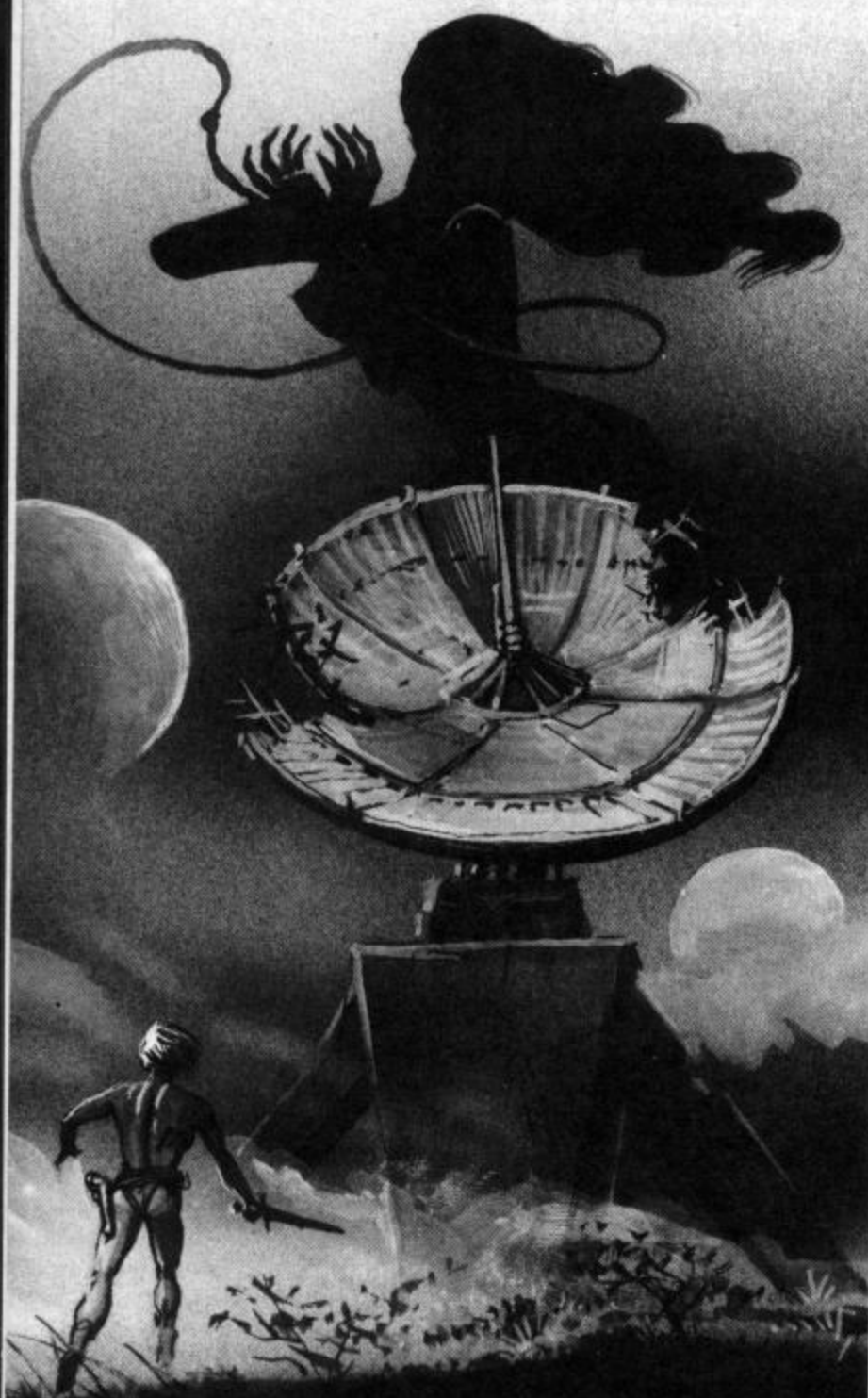
And now it's time for Depeche Modem with 'Here Are The Five Lucky Modem And Three-Month Compunet Gold Account Winners!'

Steven Webster, Middlesbrough TS3 8QR; Chris Abbott, Horsham RH12 4FR; John Hamilton, Witney OX8 6QY; Darren Jones, Brierley Hill DY5 2SF; Steven Kelly, Burnley BB12 7QU.





# THALAMUS



The greatest journey  
is about to begin...

The Search for  
**Shakla**



SUNCOMP

39 Edmunds Road, Cranwell Village  
Sleaford, Lincs. NG34 8EL  
Phone 0400 62046

SPECIAL OFFER FOR A LIMITED PERIOD ONLY - BUY 4 GAMES AND GET 1 MYSTER GAME FREE

	CBM 64	AMIGA
A.P.B.	cass 8.49	disc 10.99 17.99
AFTER BURNER	8.49	
BATMAN THE MOVIE	8.49	12.99 21.99
BLOODMONEY	8.49	10.99 21.95
BLOODWYCH	8.49	10.99 21.99
CARRIER COMMAND		21.99
CHESSMASTER 2000		21.99
CURSE OF THE AZURE BONDS		12.99 21.99
DRAGON SPIRIT		22.99
GEMINI WING	8.49	12.99 17.99
GUNSHIP	8.49	12.99 17.99
HEROES OF LANCE	13.45	17.95 21.95
HILLSFAR	8.49	12.99 21.99
INDIANA JONES & LAST CRUSADE		17.99 21.99
LICENCE TO KILL	8.49	12.99 17.99
MILLENIUM 2.2	8.49	12.99 17.99
MR HELI		21.99
NEW ZEALND STORY	8.49	10.99 21.99
POOL OF RADIANCE	8.49	12.99 21.99
QUARTERBACK		22.99
REAL GHOSTBUSTERS	8.49	12.99
RED HEAT	7.99	
ROBOCOP	8.49	12.99 21.99
RUNNING MAN	8.45	12.95 21.99
RUN THE GAUNTLET	8.49	12.95 21.95
SHINOBI	8.49	
SILKWORM	8.49	17.99
STAR WARS TRIO	8.49	12.95 17.99
STUNT CARRACER	11.49	17.99 21.99
THUNDERBIRDS	8.49	12.99 21.99
TOLKIEN TRIO	11.45	12.95 21.99
VIGILANTE	11.49	15.99
WEIRD DREAMS	8.49	12.99 21.99
XENON II	8.49	12.99 21.99
XENOPHOBE	8.49	12.99 21.99

Many other titles also available. Send for list or ring for further details.

If you can't see what you want - give us a ring.

New releases sent on day of release.

Postage & packing included for Great Britain. E.E.C. please add £1.00 per item.

For overseas please add £2.00 per item. Please make cheques payable to SUNCOMP. MAIL ORDER ONLY.

## THE RACING GAME

THE SUCCESSFUL SPECTRUM GAME  
NOW AVAILABLE ON COMMODORE 64/128

AN EXCITING GAME DESIGNED FOR THE HORSE  
RACING ENTHUSIAST.

MANAGE 15 HORSES TO WIN GROUP, GRADED  
AND OPEN RACES. SEASON INCLUDES:

**THE DERBY — 1000/2000 GUINEAS —  
THE OAKS — THE ST. LEDGER.**

FORM, FITNESS, GOING, DISTANCE, ALL EFFECT  
RESULTS. TRAIN YOUR HORSES. FULL SEASON  
OF 80 RACES OR QUICK GAME OPTION. GIVE THE  
RIDING INSTRUCTIONS TO YOUR JOCKEY. SEE  
YOUR SEASONS RESULTS AND FINANCIAL  
STANDING.

FULL BETTING MARKET, PRE RACE REPORTS,  
STEWARDS ENQUIRIES, RENAME  
HORSES, RACES OVER 5F TO  
2½ MILES. WATCH THEM RACE AND  
CHEER HOME YOUR HORSE

COMMODORE TAPE £7.95

COMMODORE DISK £8.95

SPECTRUM TAPE £6.95

AVAILABLE BY MAIL ORDER ONLY

SEND CHEQUE/P.O. TO:

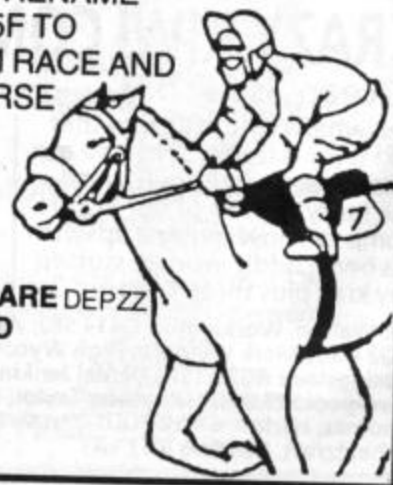
TANGLEWOOD SOFTWARE DEPZZ

157 WARWICK ROAD

RAYLEIGH

ESSEX SS6 8SG

Proprietor: J MOSS





# WIN A STEREO MONITOR!

And loads more goodies from Thalamus!!!



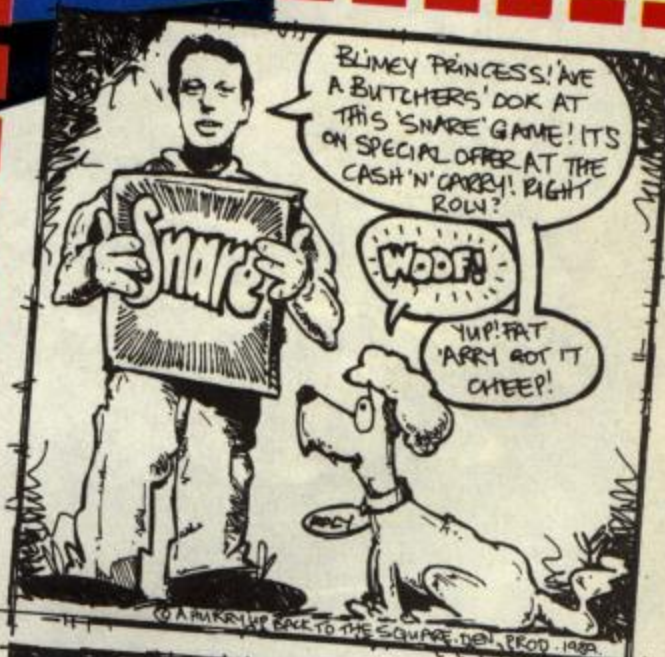
Yes, it's finally happened. Thalamus have gone completely mad! Rumours about their insanity have been rife ever since they released The Hits: six of their best games for just £12.99 cassette/£17.99 disk. But now they've finally gone prize-mad and are giving away a Santa-sackful of goodies for this festive competition (I wondered why Richard Eddy [Thalamus PR maniac] was wearing that cotton wool beard - Ed).

It's all to celebrate the forthcoming release of their perplexing puzzle/arcade game, Snare. As you may have seen in last month's previews, the game involves travelling through a futuristic, hazardous maze, searching for the elusive exit. A mixture of mind-bending puzzles and frenetic arcade action, it's promised to turn even the brawniest of brains into sauerkraut! Look out for Snare in the shops soon.

But what's in Santa's sack?, you ask. Well, the first prize is a brilliant Philips stereo monitor, which can be used with C64 or Amiga. But even madder, the lucky first-prize winner also gets a super-trendy Swatch watch, an even trendier Thalamus T-shirt, and a copy of The Hits, as do the two second-prize winners. But, come here, there's more (to be read in an Irish accent while wearing a funny hat and well-lies): ten runners-up also get The Hits and a T-shirt!

So what must you do to get in on the goodies? Simple, just prove your total insanity by spotting the ten differences between these two (stereo) pictures...

Got 'em? Then cut along the dotted line, and send to CRAZY THALAMUS COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB. Usual competition rules apply and entries must be received by December 21 at the very latest.





# A UNIQUE COSMIC CONCEPT ...



Screen shots from various systems.

© 1989 Triumph International, Inc. All Rights Reserved.  
© 1989 Key Punch Software, Inc. All Rights Reserved.



U.S. GOLD LTD., Units 2/3 Hollard Way,  
Hollard, Birmingham B6 7AX. Tel: 021 625 3388



**AN UNPARALLELED MOVIE EXPERIENCE...  
AN UNBELIEVABLE COMPUTER REALITY.**

# MICHAEL JACKSON MOONWALKER™



After conquering the world of pop music, Michael Jackson channelled his energy and talent into making his first film. Now U.S. Gold present the home computer version of that film, endorsed by the Superstar himself.

Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of **MOONWALKER** – a game like no other.

**CBM 64/128 & AMSTRAD Cassette & Disk.  
SPECTRUM 48/128K Cassette. ATARI ST.  
AMIGA. IBM P.C.**



520ST<sup>FM</sup>

ANOTHER ELECTRIFYING DEAL...

# Evesham Micros

PRESENTS THE

## POWER PACK



**£349.00**  
inc. VAT/delivery

R-Type  
Pacmania  
Out Run  
Nebulus  
Black Lamp  
Afterburner  
Starglider  
Bombuzal  
Star Goose  
Overlander  
Double Dragon  
Super Huey  
Xenon  
Super Hang-On  
Bomb Jack  
Eliminator  
Gauntlet II  
Space Harrier  
Predator  
Star Ray



INCLUDES  
**23**  
SOFTWARE TITLES  
WORTH OVER  
**£500**



**ORGANISER** also included;  
Helps manage business and  
personal information. Features  
Wordprocessor, spreadsheet,  
address book and diary.  
Powerful, yet easy to use.



**FIRST BASIC** a full featured  
and complete version of this  
ideal programming language.



**MUSIC MAKER** features  
MIDI compatible composer,  
drum editor and voice editor.

# Evesham Micros

How to order from  
**Evesham Micros**



Phone us with your  
ACCESS or VISA  
card details on :  
**0386-765500**

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order  
or ACCESS/VISA card details

Govt., educ. & PLC orders welcome  
Same day despatch whenever possible  
All goods subject to availability, E.&O.E.  
Open to callers 6 days, 9.30-5.30

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

**Evesham Micros Ltd**  
63 BRIDGE STREET  
EVESHAM  
WORCS WR11 4SF  
**0386-765500**  
fax 0386-765354  
telex 333294





## HAPPY EATING!

Well, things seem to be progressing at their own merry pace. The chaos of the PC show has been and gone and the tips are coming in aplenty – I'm honestly surprised by how many *Batman* tips are starting to appear. I was going to hold these back for next issue but by popular demand (from Bat-fan Stu!) the Def Guide for budding caped crusaders is in **THIS** issue.

For desserts we have the continuing saga of *Tusker*, *Citadel* – the tips to follow up the map, *Mr Heli* map and tips, and much more to fill you up.

Kiwi fans will have to wait till next month for a Def Guide to *New Zealand Story*. But for now, on with the tips and Bon Appetit!

## (RED-HOT) RESETS

### BLASTEROIDS

If you think the game is too hard then try this reset from Markus Salo, resident of the old Stavros's country, Finland.

Load the game, reset it and type  
Poke 11571,173 to gain unlimited ships  
SYS 25856 to restart what is now a somewhat easier game.

### DRAGON NINJA

Yes, I know we've printed normal pokes already for this but for those of you who want a reset version (many out there?) Load up the game, play to the next level, kill yourself and wait for the first level to reload. Now start the game and reset the machine. Enter Poke 32890,173 and SYS 32768 to restart the game.

Thanks again Markus Salo of Finland for that one.

### HAWKEYE

There's been enough maps, tips and cheat modes alike for this one so I'll make this short to get unlimited lives.  
Poke 7468,173  
Poke 6105,189  
Sys 23558

(To get to the secret level just don't die till you get to level 6 which is easier said than done! Once there, watch the hawkeyes very carefully as they only flash once.)

### PAC-MANIA

The Pac is back and this time he's bringing his 'infinite Pacs' and 'disable sprites' Pokes! *Pac-mania* on the 64 can be made easy with these little tit-bits.

Load the game, reset the game and type these in.

Poke 22459,173 disables sprite collision/detection Poke 28520,165 for infinite Pacs

Once done, type in the old SYS number, 14336, in this case to get things started.

### PULSOIDS

Poke 3377,36 for the usual unlimited lives  
Sys 2061 for the usual restarting of the blasting

### RIK THE ROADIE

Poke 20745,252 – Invulnerability (Level 1)  
Poke 26684,252 – Unlimited Endurance (Level 2)  
Poke 27916,252 – Unlimited fuses (Level 3)  
Sys 20480

### SPEED ZONE

Poke 7034,173  
Sys 4096

### SPITTING IMAGE (The Arcade Wizard)

Load and reset and type for infinite lives (both players)  
Poke 3314,173  
Poke 3348,173  
Sys 2816

### STREET WARRIORS

Poke 8459,128 – Infinite Time  
Poke 10414,252 – Infinite Lives  
Poke 11330,252 – Fast Punch Mode!!!  
Sys 7450

### SUPER SNAKE SIM

I've never heard of this one (or the software house that released it – Triple Decker 8) but let's give it a go.

Try this one for infinite lives

Poke 9773,173  
Sys 8192

### SWEEP

Never heard of this one either but there seems to be a poke for it. Is it a variant on that crustie classic *Swoop*?

Poke 40960,5: Poke 38993,173 – Unlimited lives  
Sys 39551

### TANIUM

Load, reset and type  
Poke 52255,174  
with SYS 16384 for unlimited ships

### TETRIS

Poke 49590,76  
Poke 49591,49  
Poke 49592,234  
SYS 49593



# ZZAP! XMAS Poke

## TUSKER

On with part 2 of System 3's adventures in the Dark Continent.

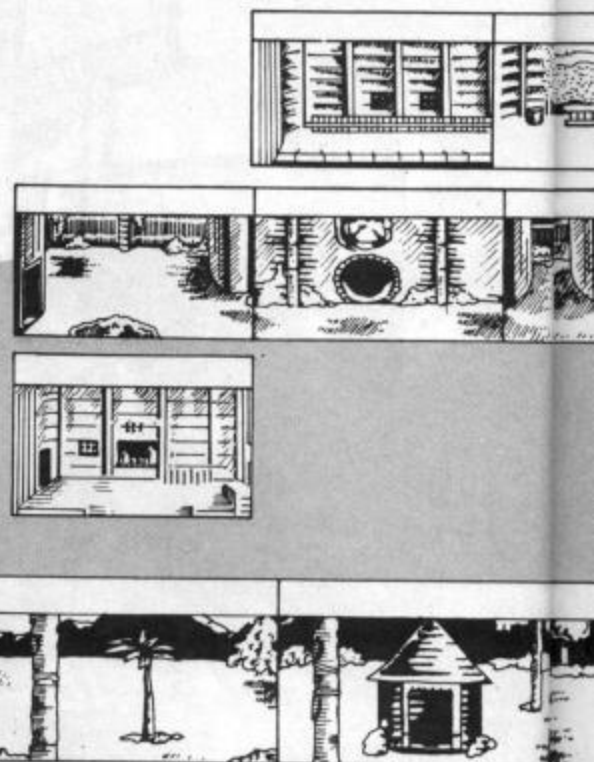
On the first screen avoid the large monster by walking in broken steps – any in sequence and up he comes (reminiscent of Swamp Thing I think). Avoid the pot to the left of the start screen by waiting for it to fall, then passing by.

Collect a key outside the village and enter the village. Go through the hut to the left of the bouncing skulls screen. Exit this hut by top corner and pass through the inside of the village to the screen which has a locked hut and collect the medicine bottle.

Enter the large huts through the round door with the face above it. Move right, collecting sling shot and matches in the room with the altar. Use matches and punch the idol to burn it. Now collect the orb behind it, using the punch movement.

Enter the screen to the right of this and give medicine bottle to the angry witch doctor (again use the punch movement). The chief will now stand up and you will see a key in the objects part of the status area.

Exit the village area and give the key to one of the natives outside the screen with the sliding gate on it. Enter through open gates to exit the second section.



### MR HELI (Firebird)

A great game in the arcades and a great conversion by Probe even if it is a tad easy after all. I like the title screen music lots – how about a music hack someone?

Here we have a map of each of the three levels with some tips to see you through and all courtesy of Ian Bowman from Stanhope, County Durham. In hindsight (and after much playing) I didn't find it all that tough, Ian, but then we don't have all day to review games (unfortunately).

#### Level 1

Always keep on the move and pick up the additional weapons as you go, picking up as many hidden crystals as you can. Keep in the middle of the screen for the downward scrolling sections – try and get all the copters above you and blast them with the egg-shaped missile. The asteroids pose no major problems (just shoot!).

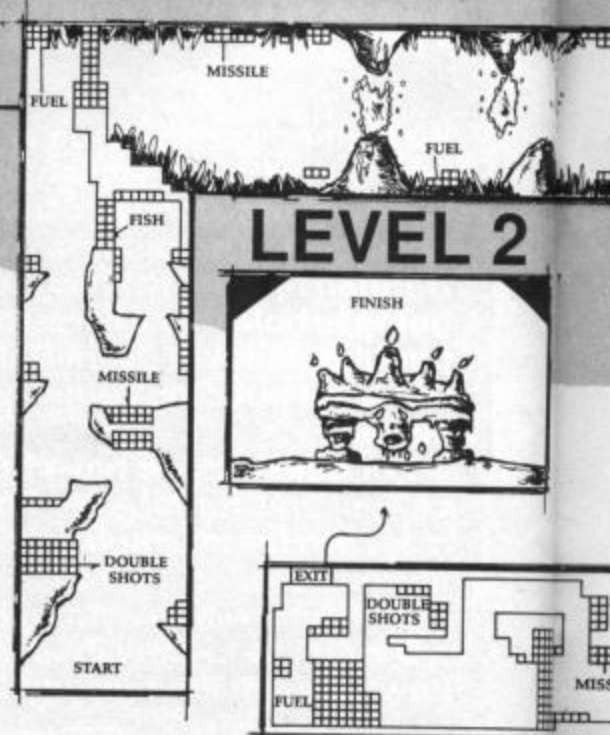
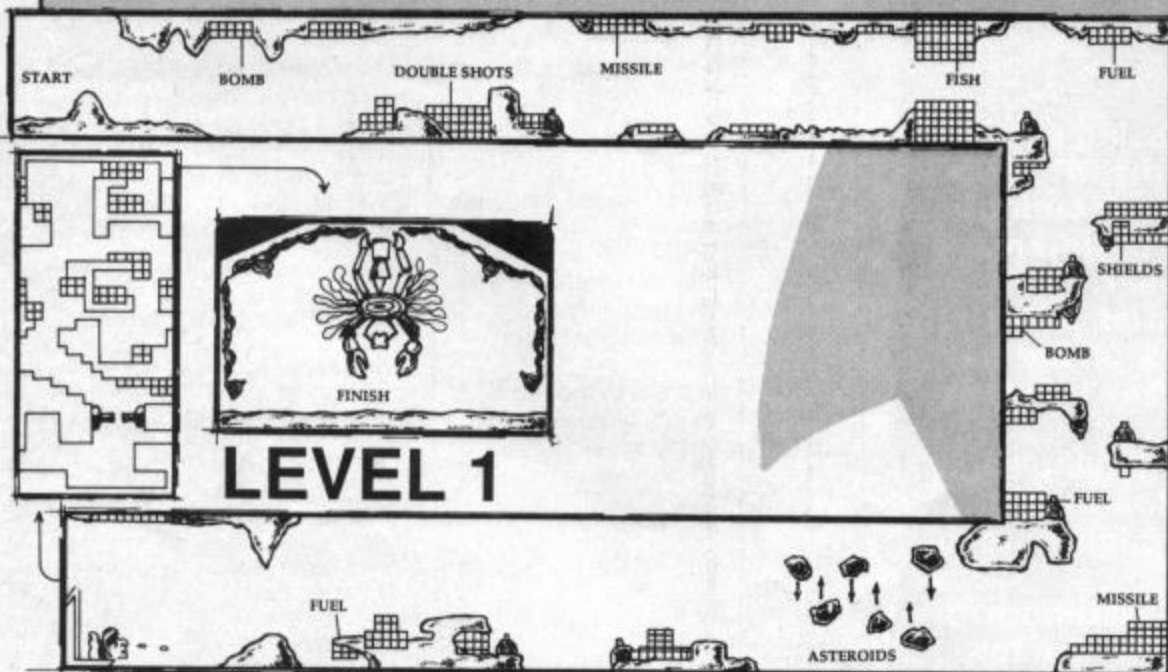
Upon reaching the guardian halfway through the level stay back and

just blast away – any homing missiles you have should wreak havoc. When in the screen with no lights keep firing, go up, destroy the gate and the lights come on. Kill the end-of-level meanie by staying below it and firing upwards. Dodge the bullets by going up and then returning to exactly below it.

#### Level 2

While going up, keep in the middle of the screen and circle to below other copters. Do NOT go for any extra crystals if you're too near the bottom of the screen – they're not worth the risk.

Upon reaching the volcanoes wait for them to erupt twice and then fly through very quickly before the next lava burst. Be sure to collect the







shield on going down as it is very difficult to get through without it. Watch for the three-way bullets and stay between the middle and lower ones.

The underground section is easy enough with no real surprises other than the odd enemy above. When you finally reach the exit and the bouncing monster, shoot it quickly from behind as you follow it. As it does a high bounce, go over its head and shoot the other side, repeating it on the other side. Simple.

### Level 3

Same as the other levels and you must keep on the move. Be sure to pick up the blue flashing thing (I don't know what it is either - Rob H) between the towers; it gives you an extra man, full energy, and acts as a smart

bomb. Collect the double shots and missile to dispose of the end-guardian with ease and then take on the Muddy himself (itself?). Surprisingly, he is the easiest to kill and can be disposed of by staying at the bottom of the screen where the two bullets come out. Hover between these and keep firing, the missiles will do the rest. I'll leave the exciting ending for you to read but don't build your hopes up too much.

To get onto levels 2 and 3 with maximum weapons and lives use these codes. Thanks go to Ian for these and Mark Stuttard of Fallowfield, Manchester as well.

**LEVEL 2:** CAAEIEAAAUABHGADCKBX or CACGFAAAUAEDIADCKCY

**LEVEL 3:** DAAGJHCAAUAEGAADCFCU or DACIHAFAAUAIGAADCDBN

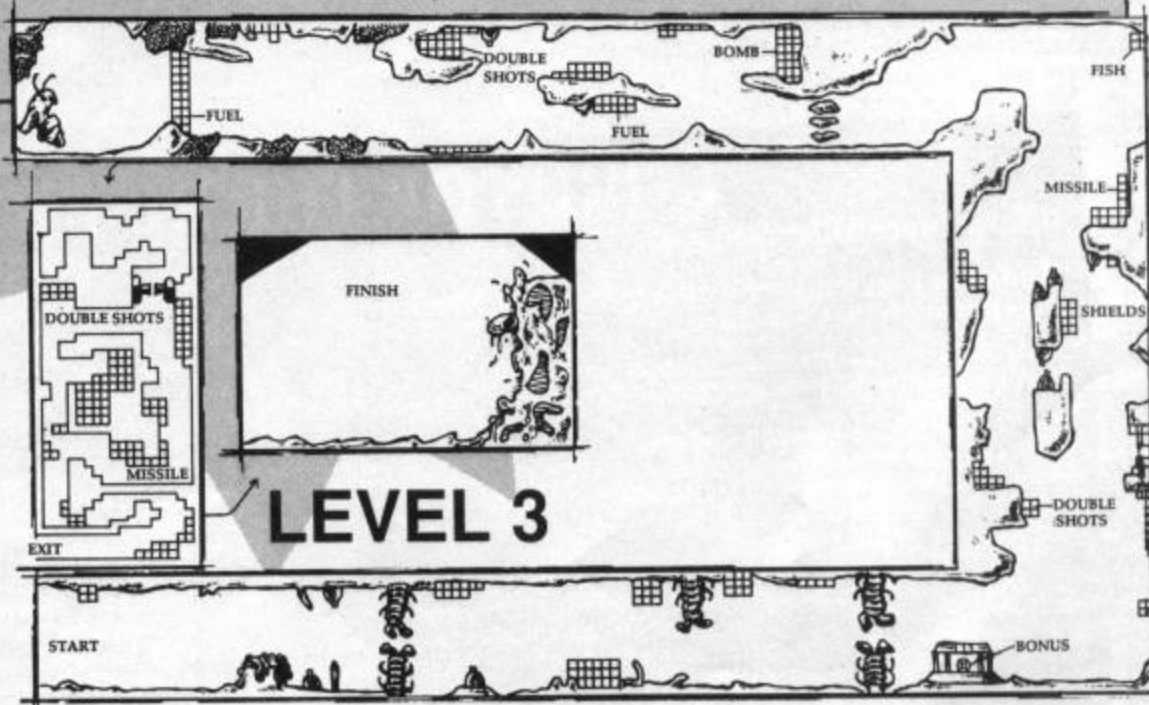
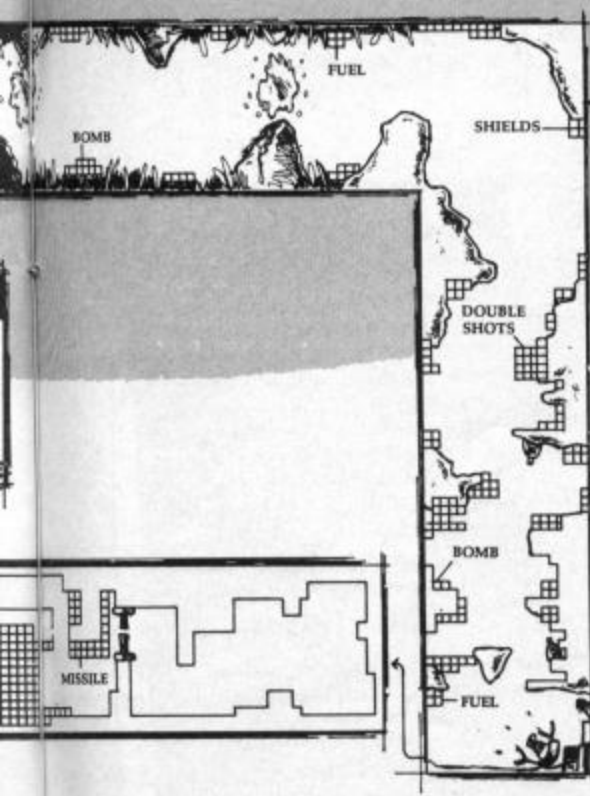






FIG IN A



POKE



## (AMAZING) AMIGA SECTION

### BAAL

Mark Chapman of Glenfield, Leicester next with a tip for *Psychoplane's Baal*.

To get infinite lives just insert the disk into the drive as normal - and when the screen goes black press the right button to get infinite lives. Press the left button to keep with normal lives - a nice, easy, happy go lucky tip that Mark. Anyone know of any for *Blood Money*?

### DOGS OF WAR (Elite)

A great mindless blast this, just right for me and very apt now I'm learning to shoot at a club near me. You feel lucky punk?

Having a second player is not always a good move as the key to success is to take things easy and slowly move up or across the screen, revealing more enemies one by one. Like in *Leatherneck* only psychos rush forward to unleash more and more bad guys at themselves. With two players it's tricky having to make sure your comrade doesn't rush forward in the heat of battle. Stick with one player only and take your time.

The best combo weapon for one player that we've found so far is an M-16 with M203 grenade launcher attached together with an RPK-7 rocket launcher. It doesn't matter which rocket launcher you have; RPK, M.A.W., or whatever - they all do the same destructive job to tanks, armoured cars, bunkers, and lorries. The mini-gun can last quite a while if another comrade is playing but is rather inaccurate which can prove costly if all hell breaks loose.

Surprisingly it's France and Pakistan which are the harder levels with quite a few vehicles to

destroy and unpredictable soldiers wandering all over the place, so stock up with rocket launchers and keep well back during the horizontally scrolling sections.

### DUNGEON MASTER (Mirrorsoft)

In issue 52 there were some *Dungeon Master* spells which were unknown. D Fordham of Great 'Arcadesville UK' Yarmouth in Norfolk has revealed all.

**YA BRO ROS** - Leaves a trail of footprints (use it when a magic passage makes you walk in circles)

**VI BRO** - Shield poison

**DES IR SAR** - Darkness

**FUL BRO NETA** - Fire ball shield

**OH KATH RA** - Lightning bolt

**ZO** - Open doors

**DES EW** - Weakens non-material beings (ghosts, transparent slime creatures, etc, etc)

### GRAVITY FORCE

The codes for this weak *Room 10* rip-off:

**Level 5** - AGNUS

**Level 10** - PARSEC

**Level 15** - CRYSTAL

**Level 20** - REACTOR

### INSANITY FIGHT

Another German Amiga game with tips from Anthony Marks of Prestwich up Manny way. Tai

Hold down the two mouse buttons, the fire button on the joystick, and the L key, and you can

advance to any level you desire. Handy.

### LICENCE TO KILL (Domark)

#### Level 1

If you can keep with the jeep and fire like mad you should be able to destroy it before it begins to twist through the narrow road between buildings. Bullets fly all around so it's best to let Sanchez go (he got away in the film after all). Use the time to pick off the gun turrets and then accelerate to the end after the last bend (use the map).

#### Level 2

Probably the toughest section of the whole game. The first thing is to not move, turn the gunsight round and take out the jeep. Follow this up with a shot or two to the man on the left and then from long range fire up at the two guards side by side.

From now on it's a case of inch slowly up the screen, moving forward in small steps doesn't bring new guards on but then again doesn't see the existing ones run off. If you can see a place where there isn't a kill zone run to it and hopefully force some of the guards to retreat. Use barrels and objects as much as possible and DON'T miss any ammunition. At the fence in front of the helicopter pad you'll have to run into the line of fire and shoot so set the gunsight before hand. Once through the final guards are dead meat.

#### Level 3

Times to complete this section range from 10 seconds to 1 second from the end (talk about close, Stu!) and as such it's all a matter of luck and being in the right place at the right time.

Move the helicopter in small

movements and force Sanchez's plane over to one side of the screen. Inertia is half the problem of this section as you end up fighting the joystick. DON'T get too close as he'll quickly move up and past, stay back and inch in with Bond just above the tail.

When Sanchez moves, Bond can immediately press fire if he moves up or chase him down and across the screen, forcing him to go up into the trap in the process.

Bonus points galore are to be found in this section (which was found by **Retlaw** of Derbyshire). After you've connected the wire around the plane's tail in part 3, press the fire button or switch the joystick in auto-fire and watch the points rocket!

#### Level 4

You can't really take your time with this screen as the plane tends to accelerate away at regular intervals. Try to keep on the surface and dive in emergencies when hovercraft go over. Stab a diver underwater to pick up a harpoon and waste no time in lining up a pontoon (aim towards the inner side of the pontoon near the plane fuselage rather than the outer edge). The cocaine isn't worth going out of your way to get.

#### Level 5

There's no rhythm as such to use in this section as the rocks can appear in any random place as you approach the plane. A mild inertia effect is needed at the start but move fast as the rope tightens. Any rock coming at you in the dying seconds may not hit you (the computer can get a little confused as it thinks you're on the plane).

#### Level 6

Learn the pattern of when the jeeps appear and hug the corners of the road to avoid the Stingers. Drive up as close to the cab of each tanker and just run into it with total vengeance. Sanchez doesn't appear at the end so just destroy all the tankers.

## LORDS OF THE RISING SUN

(Cinemaware/Mirrorsoft)

Hints For Playing *Yoshitsune* by Andrew McGarrigle, Mexborough, S Yorkshire.

*Yoshitsune* is better at the strategy elements and he's best to start off with, getting you used to these aspects of the game. Yoritomo is more concerned with arcade skills.

To start with you must not, under any circumstances, try to take the centre, west, or the two islands off Japan as it will be very difficult to get anywhere in the game. You should instead concentrate on the eastern castles first. You shouldn't have much difficulty as these castles fall very easily at the beginning of the game.

The next thing to do is to try and recruit more men, especially from the white ronin. Try and make sure your army is near full strength. If you're lucky the ronin may see your army is too strong for him and he may join you. If he wishes to pass unhindered, let him, because he is no real threat to your army and lands (just yet!).

As you have been taking the eastern half of Japan your brother, Yoritomo, will have been causing havoc in and around central Japan, so rest at one of your castles and resupply with men and health. Then go to Yoritomo and have a battle. With a little luck he will be killed and you will

inherit his lands and generals. If you don't succeed, keep trying.

Now you can start to take the rest of Japan. Remember to always check your siege skills before taking any castles and, if you must, transfer skills with another one of your generals. The same applies to sword skills (for encounters on land) and bow skills (for defending your castles). Always remember there's safety in numbers so if you manage to get five or six generals in your army it may be a big advantage to pair them off. When you manage to take the mainland, make a couple of visits to the emperor at Kyoto. He will first give you the sacred scroll, and then the sacred sword. Around this time it is important to keep an eye on the encounter screen, because your enemies know that they are under threat from you and will send ninjas to assassinate you. When you see a ninja message press the left mouse button as fast as possible and, with a bit of luck, the offending general will commit seppuku.

The next thing to do is to take the remaining two islands and the last four castles. First send one of your generals to Nagoya, one to Aikawa, and one to Matsue. This will stop your enemies from resupplying when they retreat. As they will sail they will go to one or more of the three, and your waiting army should be ready to deal with them.

When you finally take the last castle the Minamoto victory banner will be raised. You will see all the victories and encounters you and your generals have had during the game.



# Hard Drivin'

A TRUE THREE-DIMENSIONAL WORLD  
PRESENTED ON THE SCREEN!



EXCITING STUNT TRACK  
WITH A 360-DEGREE LOOP!



QUALIFY AND CHALLENGE  
THE TOP HARD DRIVER!



## THE ULTIMATE DRIVING SIMULATOR

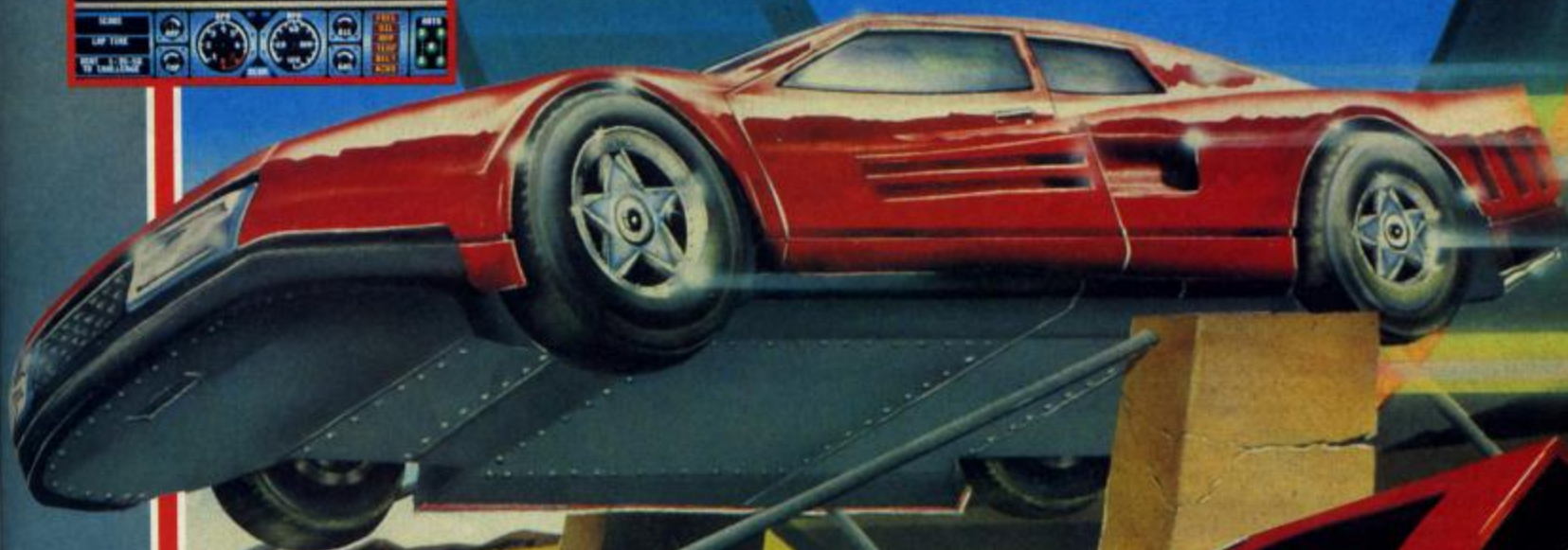
— that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

Hard Drivin', available for your home computer, is not just the best game on offer — it's a whole new driving experience.

Take Hard Drivin' for a test drive today!



© 1987 Tengen Inc. All rights reserved.  
by Atari Games Corporation  
Programmed by Jürgen Freyhold 16-bit, Binary Design 8-bit

# TENGEN

The Name in Coin-Op Conversions.

Domark Ltd, Ferry House, 51-57 Lacy Road, London  
SW15 1PR Tel: 01-780 2222

IBM PC · Amiga · Atari ST · Commodore 64 · Amstrad · Spectrum

# DOMARK



...it's dynamite!

# POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

SO MUCH FOR SO LITTLE

TRIED  
AND TESTED  
— OVER 100,000  
SOLD IN EUROPE

AVAILABLE  
FROM ALL GOOD  
COMPUTER  
RETAILERS

YOU WILL  
WONDER HOW YOU  
EVER MANAGED  
WITHOUT IT

TRADE AND  
EXPORT  
ENQUIRIES  
WELCOME

42 Page  
manual

- \* POWER TOOLKIT
- \* POWER MONITOR
- \* TAPE & DISK TURBO
- \* PRINTERTOOL
- \* POWER RESET
- \* TOTAL BACKUP



A special KCS switching technique allows a program to be stored completely outside the memory of your Commodore 64/128. Using this system KCS developed the POWER CARTRIDGE. The 16K Cartridge, 100% machine code, gives the user an ideal extension to his normal computer.

## POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX\$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

**RENUMBER** : Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.

**PSET** : Set up of printer type.  
**HARDCAT** : Prints out Directory.

The toolkit commands can be used in your programs.

## DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

**MERGE** : Two BASIC programs can be merged into one.  
**DISK** : With DISK you can send commands directly to your disk.

## TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

## POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-	L LOAD	V VERIFY
ASSEMBLE	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	\$ DIRECTORY
H HUNT		DOS Commands

## PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial

printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc). The HARDCOPY function automatically distinguishes between HIRE and LORE. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing. The printer PSET functions are:

**PSET 0** - Self detection Serial/Centronics.  
**PSET 1** - EPSON mode only.  
**PSET 2** - SMITH-CORONA mode only.  
**PSET 3** - Turns the printing 90 degrees!!  
**PSET 4** - HARDCOPY setting for MPS802/1526.

**PSET B** - Bit-image mode.  
**PSET C** - Setting Lower/Upper case and sending Control Codes.  
**PSET T** - All characters are printed in an unmodified state.  
**PSET U** - Runs a Serial printer and leaves the User-port available.  
**PSET Sx** - Sets the Secondary address for HARDCOPY with Serial Bus.  
**PSET L1** - Adds a line-feed, CHR\$(10), after every line.  
**PSET L0** - Switches PSET L1 off.

Bitcon Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptations of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptations from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1988.

## POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen. This function will work with any programme.

**CONTINUE** - Allows you to return to your program.  
**BASIC RESET** - Return to BASIC.  
**TOTAL BACKUP DISK** - Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.  
**RESET ALL TOTAL BACKUP TAPE** - RESET of any program. As BACKUP DISK but to TAPE.  
**HARDCOPY** - At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.  
**MONITOR** - Takes you into the Machine language Monitor.

# BDL

Bitcon Devices Ltd

88 BEWICK ROAD  
GATESHEAD  
TYNE AND WEAR  
NE8 1RS  
ENGLAND

Tel: 091 490 1975 and 4901919 Fax 091 4901918  
To order: Access/Visa welcome. — Cheques or P/O payable to BDL  
Price: £14.99 incl. VAT  
UK orders add £1.20 post/pack total £16.19 incl. VAT  
Europe orders add £2.50, Overseas add £3.50  
SATISFACTION GUARANTEED. RETURN WITHIN 10 DAYS IF NOT FULLY SATISFIED



## DRUID 2 (Firebird)

Yeah, so there's been pokes for this before but no solution or map that's for sure. This is all courtesy of Peik Stromsholm from Finland up near the Arctic Circle. Keep sending them in Peik and wrap up warm!

At first go to FIRELAND, where you'll find two resurrection-spells. 'Plant' one and pick up the other one for later use.

Now travel to PRISONLAND and from there to DARKNESS. Remember to get the 'Create Light' spell from PRISONLAND before you enter the darkness. You may find the Horn of Baeon in the upper right corner, pick it up!

Now you should go to FIRELAND and get the White Orb. It's guarded by a Demon in the north (upper) part of the land.

Then you'll have to travel through various lands and end in ICELAND. Pass the bridge (guarded by a Demon) and get the Coin of Charon. Beware of any guards nearby.

Now you should have three spells which are needed to take you to Acamantor's Tower. The spells being ORB, HORN and COIN. Now go to WATERLAND and find the bridge that ends in the water (go to the East (Right) to find it). Go to the edge of the bridge and use the Horn. Charon's Travel Bureau will take you across to Acamantor's Tower but for the favour Charon of course wants the coin! (He gets reaaaally angry if he is summoned with the Horn and you have nothing for payment - check it out!).

### Acamantor's Five Level Tower

#### Level 1

The first thing you do when you enter the tower is to DISCARD Horn. It is no use keeping it, it won't help you anymore. Just say goodbye to it.

Now go North (Up) and pick up the RESURRECTION from there. Now you'll have to search through the level for wines, keys and banquets that are not beyond doors. The most important thing in the dungeons is to USE THE KEYS WISELY!

Try to defeat the Demon guarding the entrance to level 2 and advance there.

#### Level 2

There's not so much to tell you other than use the keys wisely and pick up the Golem to protect you against the guards.

#### Level 3

You'll have to find the TELEPORTATION spell from this level. However, far to the West there's a large supply of spells such as wine, keys and armour. The other object is quite useful too, it should be a RESURRECTION spell. The passage to level 4 is to the East.

#### Level 4

The monsters here are FAST, reaaaally fast!! Do NOT use Golem on this level or you'll be left behind! When you find the WIZARDRY spell (you can't miss it) place your Druid on it and use the TELEPORTATION spell. This will traverse Time and Space and you will travel by teleport to Level 5. Also there is a RESURRECTION spell that can be found on this level.

#### Level 5

Well, what can I tell you? You can find Acamantor on this level and make sure you've got the White Orb with you or else!

### General hints and tips

- (1) It's a 2 player game so make sure you've a High Class Golem!
- (2) Use the LIGHTNING spell with Deathlight/Land against Demons (you can find lightnings in GOLEMLAND).
- (3) If you want an OVERLORD rating then spend much time on the bridges in WATERLAND, shooting monsters - don't worry it's a relatively safe place.
- (4) In POISONLAND beware of poisonous objects and use Golem to protect you. When the 'Druid is Poisoned' message comes up use the antidote.
- (5) You DON'T need to kill all the Demons to complete the game although the Demons DO guard important places.
- (6) The guards (meaning the monsters that you have to shoot several times (ie trees, hands and megaguards)) may sometimes block the way. Also you won't be able to kill them and advance before they 'wake up'. A useful trick is to shoot other monsters near the guard and the guard will soon wake up.
- (7) WINELAND is a great place where you can replenish lost energy. There are loads of winespells to be picked up and used (or is that drunk?). Also there's a WISPE-GOLEM around here so keep your eyes peeled.

# ZZAP! PIG IN a XMAS Poke



## CITADEL - THE TIPS (Electric Dreams)

A pity these weren't to hand to go with the map but ah well, those things can't be helped. Hard-working Andrew Roberts brings us the tips to follow up the map.

### Level One - ALIEN

Probably the most important thing is DO NOT lose lives (obvious really) - believe me, you'll need them on the later levels. There are plenty of extra weapons, although the more proficient players will have no use for them. Be very tactful and learn the trap layout (ie the gun types). The map is helpful (even to me!) when searching for obscure switches in far corners.

### Level Two - ARMOUR

Yikes! Blockers in abundance and none too friendly either! The trick is to keep on the move - not running about, but quickly picking off each trap in turn, then swiftly moving on to the next. You'll find the switching between the two mazes is essential if all the force beams are to be de-activated, so again use the map. Oh yes, energy pods are scarce so BE CAREFUL!!

### Level Three - BRASS

The Stepperguns appear here for the first time. 'Don't panic' is sound advice (Hitch-Hikers eh?). Use a captured droid as a barrier, or alternatively glide and fire past it (it'll take a few attempts). In fact, a captured droid will help you enormously throughout the level, as the traps are pouring with Aggressors and Blockers.

### Level Four - CHAMBER

This level is a tough cookie. Why? Automatic Force Beams that's why! It's not too hard to sneak through, but take care - you could easily run into trouble on the other side. Also any captured droids could get frazzled. Therefore, the key to completing the level is not finding switches, but finding your way out of the maze. Watch out for the turret gun.

### Level Five - ARENA

Every type of enemy appears here, as well as some excruciatingly difficult static gun swarms - not very nice! The switches are not too difficult to activate, so if you keep your cool you'll find it easy. If not then you won't. It's as simple as that.

### Level Six - VOID

This is impossible at times (too right! - Rob H) as you can no longer hide behind walls - there are none, only vast chasms which both you AND your enemy can fire across. Three force beams stand between you and the exit, so de-activating every switch is essential. There are also plenty of Stepper guns so try to retain your Burst Fire. Just don't forget that if the enemy lines up with you there are no walls around to save you!

### Level Seven - HAZARD

I love the graphics on this level! Anyway, you must again de-activate every switch to find the switch which protects the exit. Again, use the map to find out where the lifts take you, and watch out for the lethal combinations of Stepper guns and turret guns.

### Level Eight - GOTHIC

Actually, this one isn't too bad. It IS possible to run past un-opened traps in order to gain a safe position. Again the exit is guarded by three force beams, so every switch must be activated. If you reach the end, well... you'll probably sit there horrified by the abysmal end screen. Anyway, completing the game is an achievement in itself! (I would have liked a decent ending though Martin! - Rob H).



# THE DEF GUIDE TO BATMAN: THE MOVIE

It's amazing just how quick these tips have come in but at the eleventh hour a map of the game arrived as well! A massive bundle of thanks go to Edward Masson of Aberdeen for the map and extensive tips to this stunning game. The more I play the game, the more I know it deserved the Gold Medal. The way it's structured, the graphic quality and the sheer brilliance of the music (particularly the title tune) - it all comes together so well.

The maps on these pages show the full layout of Axis Chemical Works and the Cathedral. With only a few very minor differences up in the higher levels of the Cathedral the maps can be applied to the 64 and Amiga games.

## Axis Chemical Works

The 64 version is considerably easier than its Amiga counterpart as the cops and thugs only shoot when you're level with them and they don't follow you down stairs.

There is a set routine to each enemy's actions although the bombers can throw gas bombs in a variety of directions. When you meet the first gas bomber it's best to go down, rather than climb up past him. There is another bomber below but get behind him and you can kill him easily. Time your ascent so that he throws a bomb as you climb up. Duck any further bombs and take him out quickly! Remember to stay inside the arc of the bombs. Getting shot takes less energy than running into an enemy so keep firing!

The Amiga game employs the same basic tactics except you have to watch out for diagonal fire of bullets. To avoid it try to stay underneath the gun-wielding thug as this is a safe zone. If you get two thugs equally spaced then you could have problems. Best get up there and take them out (luckily, the bat-a-rang is incredibly rapid).

## The Batmobile Sequence

Great fun on the 64, mind-blowing on the Amiga! The Batmobile is what it's all about and the Amiga game bodes extremely well for *Chase HQ* considering it's using the same programming techniques.

The 64 game is relatively easy as there aren't that many corners although you have to watch for wandering cars. Stay in the top half of the screen and wait for gaps to appear in the road and take them. Don't

hang around as time can be vicious if you start dawdling. You don't lose any energy hitting cars on the side.

Shunt any slow moving cars, forcing them to accelerate away. Move through the gap and change lane before the shunted car hits a car ahead of it and slows down. Keep an eye on the yellow arrow and push fire as soon as it points up, if you miss the corner, turn and stay in the middle while you roar back (you don't need to go past the corner again to use the rope). Take the following corners: 3rd, 5th, 4th, 6th, 3rd, 3rd, 3rd, 6th, and 3rd, in order to reach the Batcave.

The Amiga game is much the same in terms of complexity except you have to think in 3-D! Keep at a moderate speed of 180 mph round bends as it's easy to slip to one side and into lamp posts. Try to keep in your own lane (preferably the centre lanes) to avoid skimming other cars. If you come up to a hill, followed by a bend, steer the relevant way to avoid flying off the road!

The time when you launch the rope to get round corners is proportional to your speed. If you're going at 225 mph and the street to turn down is indicated you should stick in the nearest two lanes and launch a half second or so after you see the signs before the lamp-post. At lower speeds you can wait a few seconds longer but if you *do* miss the street, slow right down to take the next one. If you like to play dangerous, you can get extra points by missing the first two streets and taking the third - it's risky though!

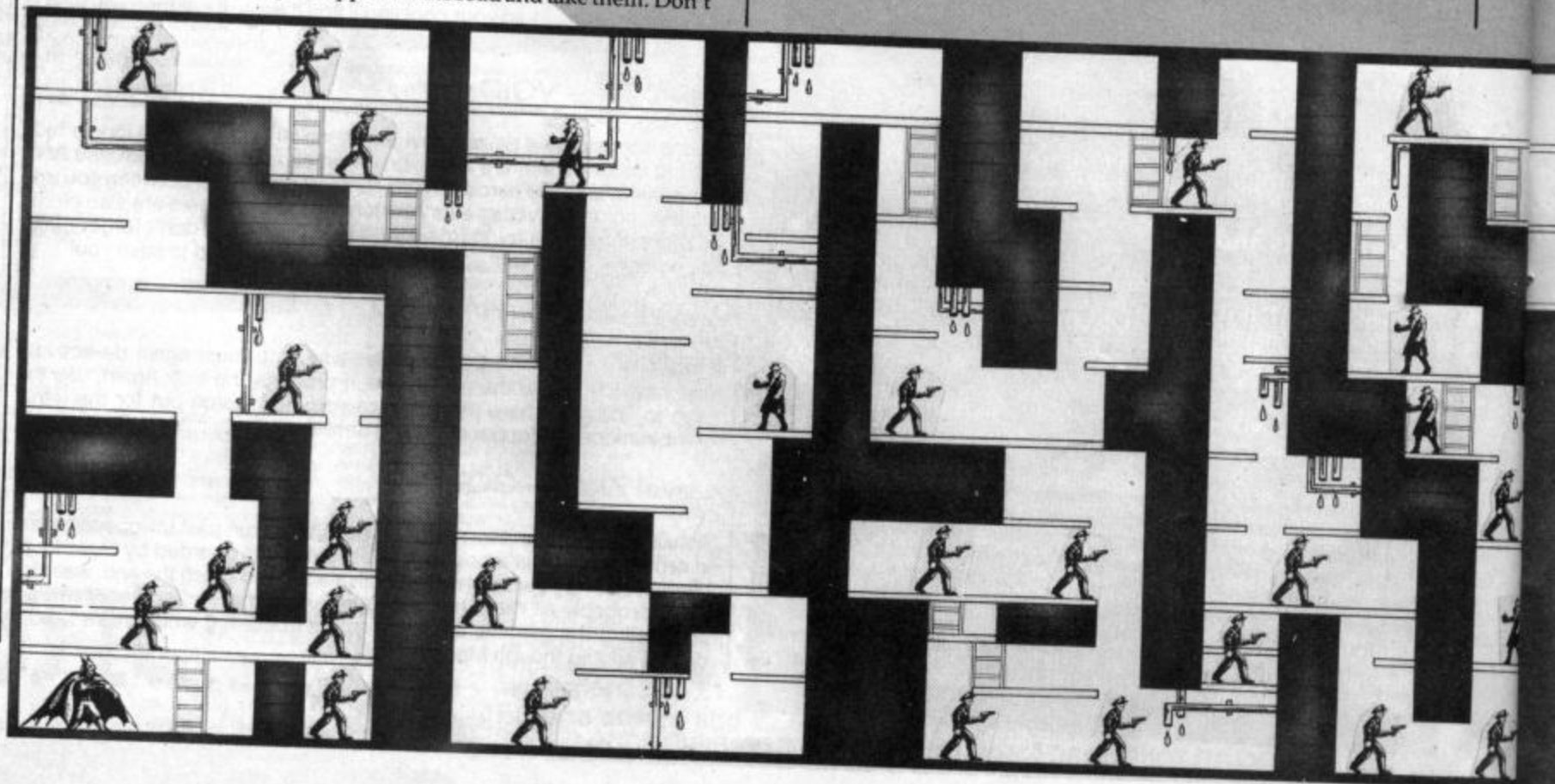
If you lose a life after having reached the 50 mile point you'll only be taken back to 50 miles and not right back to 100. Unfortunately lives are like gold dust so keep up the speed!

## The Batcave

I think the music in this section is the best in the game so leave it to play before you start solving the puzzle!

Select the first three on the left for the first slot. If more than one chemical is found then you're halfway there. If there's only one chemical found then move on two ensuring an overlap which eventually gives you two or more chemicals.

The Amiga version is very harsh as there are considerably less selection slots (7 compared with 11 on the 64) even though there are less components (8 compared with the 64's 10) to choose from. (The positioning of the components on either side of the screen doesn't help the situation either). It's a process of elimination so think carefully about which are definitely not vital and which are and select accordingly. Above all, DON'T PANIC!





## The Batwing Sequence

An easy enough level to complete providing you know what to do and where. The basic tip is to immediately move forward past the halfway point of the screen—position the Batwing so that the tail of the craft lines up with the Batman face in the status panel. From there you can cut the ropes of all the balloons as they rise or fall. **DON'T** bother going for the lower balloon if there are a set of three above—you won't be able to cut all four. Better to lose one balloon than three.

In the 3-D Amiga Batwing section, stick to around the 90 mph mark to keep speed up and maintain control of the Batwing's positioning. To get most of the ropes stay just above the centre of the screen in height (it's better to hit the balloon rather than the band support holding it down). Use the Batwing's engine exhaust as a centrepiece for judging height in relation to the balloon ropes.

Use small movements to rise with the hills to maintain a steady height using the edges of the Batwing to clip balloons by the side of the screen. The frequency of balloons increases towards the end (around the 25 balloons to go mark) so there's no need to accelerate in a mad rush to get the last balloons (just try not to miss too many).

As in the Batwing section, if you get 50 of the balloons and subsequently die you'll only be taken back to 50 balloons and not 100 (thank God!). I've managed to complete this section with one second to spare without loss of life so it IS possible!

## The Cathedral

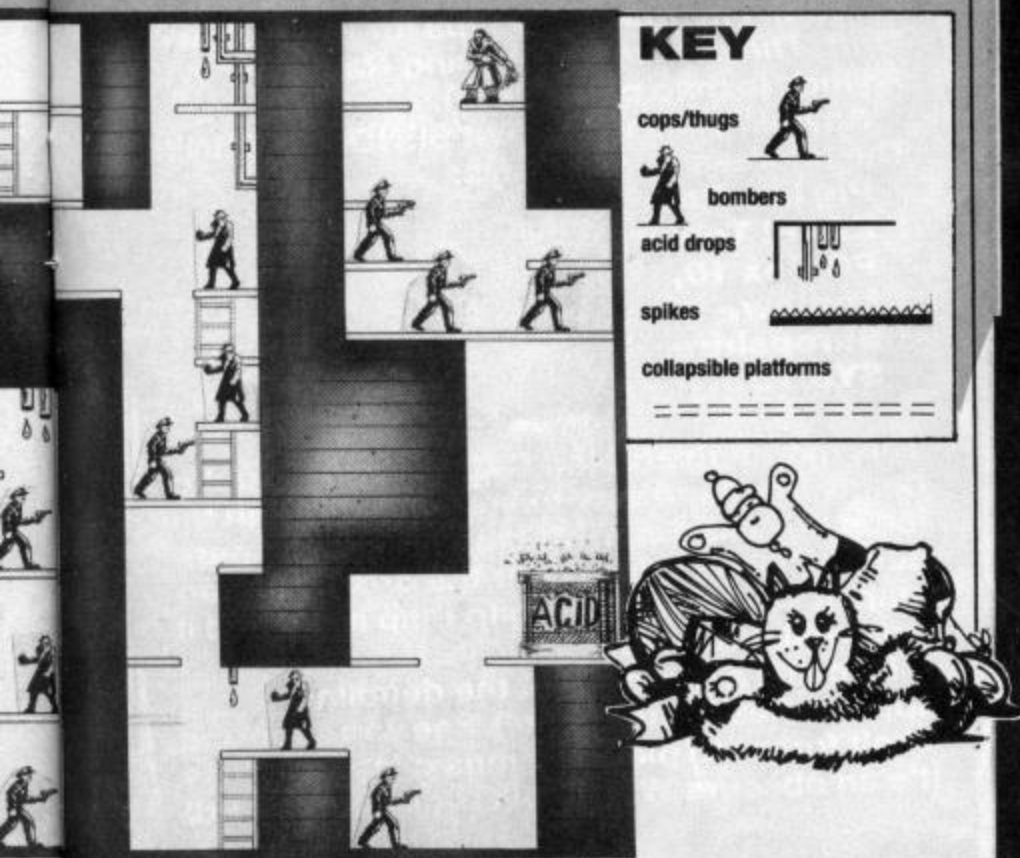
The tactics are much the same as for the Axis Chemical Works except you're working your way up rather than across. Work your way down to start with and then hug the sides of the Cathedral as you go up.

The bombers, thugs and cops perform in much the same way as the first section but now you're at the mercy of bombers above and the deadly spikes. On the Amiga game you'll need to cross the long set of spikes (to be found halfway up) in order to get through to the highest regions of the Cathedral (the falling platforms are very sneaky and very fast indeed).

On the 64 you aren't plagued by this problem so simply avoid them and turn left and go up the stairs. When you get to the top either move underneath the Joker (who mysteriously appears like magic on the ladder) and launch the batrope straight up, or instead do a long diagonal shot (you may need to move onto the parapet to launch it). The former method is recommended as there's margin for error (you're given a few chances to hit him).

Don't think about tackling the Amiga rats. When cornered they scamper between you and the wall, draining masses of energy in the process. Use the up/down screen scroll facility at all times to see ledges and enemies above—wait until they're moving away and then rise to hit them from behind. Don't go down stairs as it takes too long on the Amiga game (the 64 game is satisfyingly rapid).

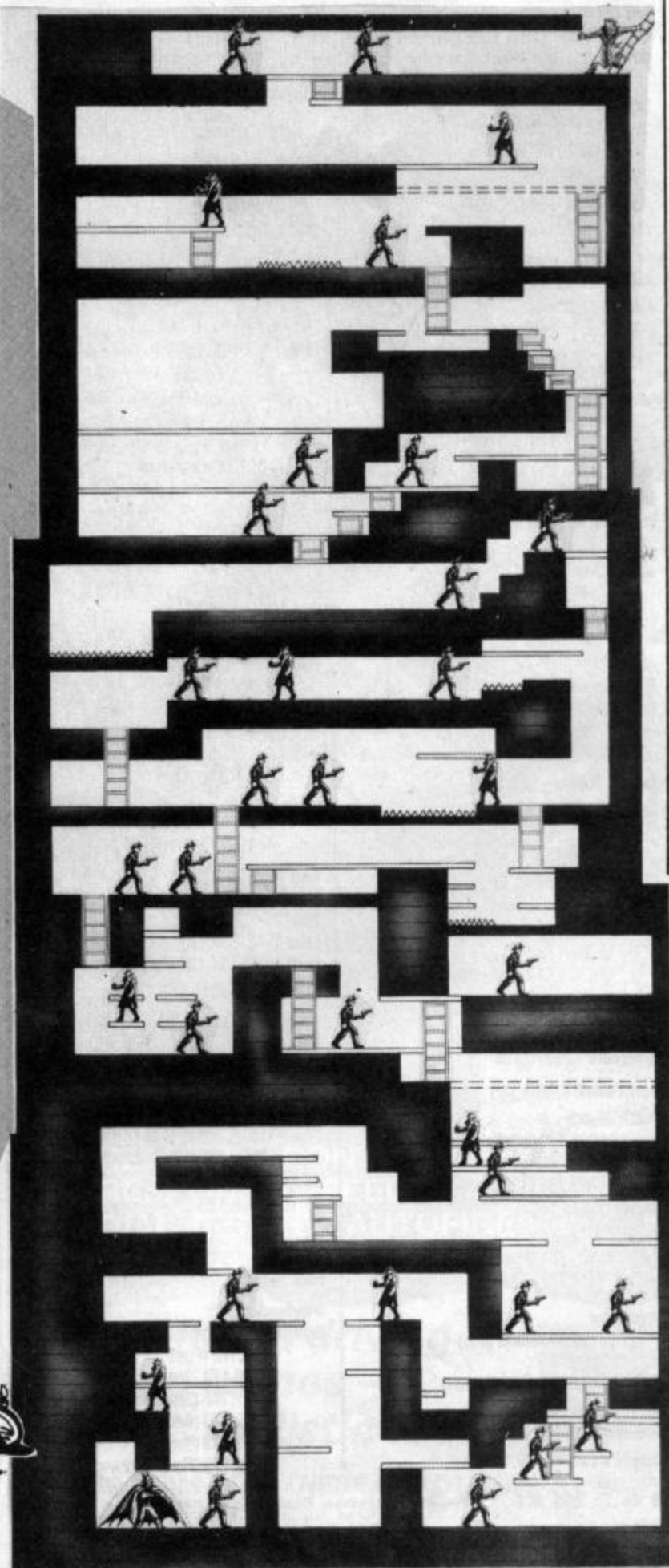
Watch out for the escaping gas as there's no hole in the pipe to reveal its presence—just time it right to get past. To avoid acid drops, inch forward if they're falling in a following sequence. (The Amiga Cathedral may be the same in layout but it seems the scale is larger as it takes a lot longer to get anywhere).



## BAT-CHEAT

A 64-only cheat this one, and one that seems to crop up in quite a few Ocean games on cassette (yep, you probably know it already). Start the game as normal and work through to Level 2, 3 or 4 and then kill yourself. When the game requests you to rewind the tape and load Level 1 in, just let the tape run and level 5 loads in. You now have infinite lives although the background graphics may well be corrupted (Batman and the enemy sprites remain intact).

Thanks to 'Chippy', Jeff Brown (Not THE Jeff Brown!!), Zax & Lui, Richard Smith, and Paul Durr for spotting that not so difficult cheat.







# Pig in a Poke

## CARTRIDGE CORNER

Do you have typist's finger? POKER's cramp? Line number limpness? Well, fret no longer, get your cartridge out and you won't need to see a specialist with these many cartridge POKES (no SYS numbers of course). Yeah, so they may oldies but a lot are on rerelease. A lot of newer readers are buying cartridges and the games now, and a lot are classics anyway.

### 5th Gear

15171,173 (Lives)  
7134,173 (Missiles)

### 1943

34864,189

### Action Biker

59626,189

### Afterburner

4969,173 6754,173

### Arkanoid

2564,189

### Barbarian (Practice)

36544,165  
34612,181  
65530,181

### Barbarian 2

35441,165  
37742,165

### Batty

2828,189

### Bedlam

30037,0  
39710,0

### Bionic Commandos

7518,165  
7505,230 (Instead of dying you do a somersault!)

36621,181

### Black Lamp

5076,165

### Bruce Lee

5686,128  
5672,128

### Bubble Bobble

1240,189

### Cauldron 2

33012,165  
60983,165

### Chameleon

3184,173

### Cobra Force

43096,173 (Infinite missiles)  
43288,173  
43030,173 (Infinite shields)

### Crazy Cars (Hit Squad version)

7795,173

### Cybernoid

28870,165

### Dark Fusion

2798,165

### Death Wish 3

21086,189 (Infinite all types of ammunition)

21753,189

### Delta

15834,173

### Denaris

13820,173  
13924,173

### Dominator

2215,234 (Infinite lives)  
2216,234  
2542,0 (Steer on all levels)  
4499,2 (Extra speed)

### Draconus

9926,173

### Dragon's Lair

4069,165

### Dragon's Lair 2

4112,165

### Eliminator

46873,96

### Forgotten Worlds (Infinite lives - both players)

3273,181  
3273,181  
48315,181  
52038,181

### Flying Shark

7108,173

### Garfield

25370,173  
25389,173

### Gryzor

13476,189  
29187,18

### Hunchback

5704,50  
9521,44  
9521,234  
9522,234  
9523,234

### Hunter's Moon

8155,165

### Hysteria

44527,201

### I Ball 2

38895,165

### IO

1096,3 (Restarts the game and you thrust to the next level)  
1118, (1-5) (1 for very slow ship, 5 for extremely fast ship)

### Incredible Shrinking Sphere

39270,173 (Infinite Spheres)  
40960,165 (Infinite Shields)  
41098,165 (Infinite Bullets)

### Jack the Nipper 2

51114,173

### Kat Trap

21851,165

### Kokotoni Wilf

17163,173

### Knuckle Busters

43960,173 (Infinite lives)  
41607,173 (Infinite time)

### Last Ninja 2 (Pokes for infinite lives on the later levels)

35771,173 (Level 5)  
36879,173 (Play the game once and die before trying this one for level 6)  
34444,173 (Level 7)

### Last Ninja 2

Level 1 - 37456,173  
Level 2 - 36690,173  
Level 3 - 31852,173  
Level 4 - 35481,173

### LED Storm

7658,165

### Legend of Kage

13613,173

### Munsters

2048,216  
2049,120  
2050,32  
15614,169 (Infinite Spells)  
15593,169 (Infinite Energy)

### Navy Moves (Part 2)

40906,173  
40799,173

### Nebulus

32979,181

### New Zealand Story

3215,173

### Overlander

(Infinite everything once bought)  
6337,173 (Fuel)  
51489,173 (Armour)  
49127,173 (Smart Bombs)  
12895,173 (Battering Rams)  
49038,173 (Rockets)  
49014,173 (Flame Throwers)

### Park Patrol

58474,173

### Phobia

5235,189

### Poltergeist

32258,165

### Predator

5672,165

### Pro BMX Simulator

8692,0

### Rastan Saga

51463,173

### Red Heat

3108,165  
3558,165

### Renegade

42187,165 (Infinite Lives)  
38674,165 (Infinite Time)

### Renegade 3

50714,173

### Return of the Jedi

4044,165  
5151,165  
6827,165  
6847,165

### Road Blasters

(Infinite fuel - Need 1 unit of reserve fuel)

10982,165  
15715,181  
15903,181  
16033,181  
16133,181

### Road Runner

43241,165

### Road Wars

43059,0  
43078,X (X = number of balls you want)

### RoboCop

44416,0

### R-Type

13054,173 (Infinite lives)  
13140,173

### Shockway Rider

6816,173

### Stormlord

23858,173

### Salamander (Great Game!!)

Level 1 - 23615,165  
Level 2 - 19740,165  
Level 3 - 23199,165  
Level 4 - 21049,165

### Tapper

38058,173

### Target Renegade

36217,173 (Infinite Lives)  
34693,0 (Infinite Time)

### Thing Bounces Back

2188,165  
5783,165

### Thunderblade

4159,X (X = number of helicopters you want)

### Thundercats

35088,173 (Infinite lives)  
15293,173 (Infinite time)

### Tiger Road

5749,165

### Toy Bizarre

38268,173

### Twinky Goes Hiking

21783,165

### Typhoon

4221,173 (Infinite lives)  
13631,173 (Infinite ammunition)

### Typhoon

4221,173

### West Bank

12511,165

### Wonder Boy

2676,173

### Zamzara (Infinite everything)

12303,173 (Lives)  
12322,173  
5847,173 (Missiles)  
10641,173 (Time)  
5014,173 (Energy)  
9825,173  
6424,189 (Weapons)

Credit where credit's due, Cartridge Corner was brought to you by ZZAP! with the greatest of help from A Brown, Torch of Cruise Way, Paul Crossan, WAZ, Jamie Clowes, JR Lambert, Rob & Rich (The North Wales Hackers), Alex (The Master) Pronk, The Breaker, Andrew Roberts, Hu Ablett, Brett Mitchell, Paul Hardwick, and Disk 2001 of Norway (?). Keep it up, lads!

Well that's me totally exhausted for this issue. The Def Guide to *New Zealand Story* WILL be in the next issue, I guarantee it, and so will a map of *Shadow of the Beast* (we've actually got one here but it arrived too late to squeeze in this issue - sorry, but you'll have to wait). I'm looking for tips for *Myth*, *Power Drift*, *The Untouchables*, and *Rainbow Islands* (a map possibly??).

Anything like that - just SEND THEM IN!!!! The address is, as always:

**Pig in a Poke,  
ZZAP! Towers,  
PO Box 10,  
Ludlow,  
Shropshire  
SY8 1DB.**

This month the fabled £30 software voucher heads Scotland way to squeeze through the letter box of Edward Masson's home in Aberdeen. Thanks Edward for the great *Batman* map; it saved me having to map it out and it was well drawn to boot!

I'll call it a day now as the deadline approaches (aaarrggghh!). See you soon and don't forget to play that music loud! (unless it's an obscure Welsh folk rock group! - Ed)



# The COBRA

**The Stick With The  
KILLER BITE!**

**TOUGH  
RUGGED  
AND MEAN**

**(FEATURES)**

- \* 8 MICRO SWITCHES
- \* 3 AUTO RAPID FIRE BUTTONS
- \* 1 STANDARD BUTTON
- \* PISTOL GRIP
- \* SUCTION FEET

**FOR NO MESS –  
FAST ACTION  
THIS IS THE  
STICK FOR YOU**

**\* All for  
£11.95  
or less**

*Do you want to drive  
or do you want to  
'really DRIVE!'?!*

**Roomaker**  
**The  
Formula One  
Joystick**

**(FEATURES)**

- \* REALISTIC CONTROL
- \* RESPONSIVE FEEL
- \* DIAL-A-SPEED AUTOFIRE
- \* SUCKER FEET

**\* Mega Price  
– only £26.95  
or less**

**Ideal for all driving  
and flying games –  
add that extra realistic touch!**

**EUROMAX**

**JOIN THE WINNING TEAM – FOR THESE AND OTHER EUROMAX  
JOYSTICKS – VISIT YOUR NEAREST COMPUTER STORE.**

**EUROMAX ELECTRONICS LIMITED, BESSINGBY IND. ESTATE, BRIDLINGTON, NORTH HUMBERSIDE. TEL. 0262 602541**





# CARTRIDGE COMPARISON

The backup cartridge has been with us for a few years now, with quite a chequered history. As specialist techniques have developed, the amount of practical and timesaving facilities have increased dramatically. Now, at what appears to be the peak of cartridge sales, it looks like the end of the road for this utility. The software houses' nightmare faces increased pressure from groups such as FAST, but do these cartridges have enough diversity to escape the court's guillotine? There are many types currently available, such as the ever popular Expert (used by Martin Walker, no less), the much hyped Action Replay Mk5, the cumbersome Freeze Frame, and the Final cartridge.

A relatively new product is the Power Cartridge from KCS (based in Holland). Whilst few of its facilities are significantly revolutionary, it is almost half the price of its big brothers, making it quite affordable. How well can this product stand up in today's market? Mad hacker ANDREW ROBERTS compares it with the most expensive – Datel's Action Replay – in ZZAP's first hardware review since Gary Liddon departed. Pass him the inflatable beer belly, someone . . .

## Presentation

### The Power Cartridge

The cartridge itself is neat and compact, and installation takes seconds. The packaging of the Power Cartridge (PC) includes an excellent 42 page manual which oozes professionalism. The various features are covered in detail with plenty of practical examples and help if things should go wrong. There is also a handy resumé on the back – ideal for quick reference.

### The Action Replay

This too is neat, although not tamper proof, and again installation is simple. Ironically, the manual has only 24 pages (for a cartridge with so many features). The many features of the Action Replay (AR) are adequately covered, although the manual is quite sparse in places. It also assumes some knowledge of BASIC programming.

## 1) The Toolkits

Toolkits are very simply BASIC extensions, ie they add more commands to the ones already available. The AR's toolkit is accessed via the fastload module, but the PC's is always ready. The commands from either toolkit can be used in your own programs, however the cartridge must be present.

sent.

The features common to both cartridges are AUTO line numbering, DELETE (allows program lines/sections to be erased), MERGE/APPEND (collation of separate programs), OLD/UN-NEW, and PLIST (an automatic printer facility).

Exclusive to the AR is BOOT, which will load in a machine code program and jump to the first address. Also, it allows hexadecimal, binary, and octal numbers to be used in ordinary BASIC expressions.

The PC has many more toolkit commands than the AR (quite surprising, really). These include DEEK/DOKE (double byte peek/poke), Dump (lists all variables and their appropriate values), FIND (invaluable text/command search), INFO (a command resumé), KEY (function key definition), PAUSE, RENUMBER, REPEAT (key repeat), SAFE (disables runstop/restore keys), TRACE (slowed-down RUN), and a quit option. There are also colour change and number conversion facilities – the AR caters for these in its text editor and monitor respectively.

I program in BASIC quite regularly, and these toolkits are an absolute dream. The Auto line numbering and Merge functions are particularly useful, as well as being foolproof. The toolkits probably only benefit the user during program development – unless the cartridge is present any toolkit commands encountered would be

met with a hearty 'Syntax Error'.

The PC has the better toolkit, with nearly double the amount of commands than the AR (although the practicality of some is dubious). But it's difficult to find fault with either toolkit – they certainly get my seal of approval.

## 2) Machine Code Monitors

The monitors incorporated into the cartridges have two main advantages; they do not occupy any of the C64's memory, and they are easily accessible at ANY time. It is assumed, however, that the user has some knowledge of 6510 programming and hexadecimal notation – they are not tutorials of any kind. Having said that, the PC's manual does give in-depth explanation, so the budding novice won't be too lost.

The monitors share a number of common commands. Briefly, they are: assemble/disassemble, register display (at time of freezing the program), load/save/verify, fill, hunt, compare, transfer, go/jump (run), memory display/interrogate, and printer dump.

The AR also allows BASIC commands to be executed, using a special prefix. As said before, there is a number conversion facility (hex, binary, etc), as well as the ability to display the current I/O registers. For the more proficient

programmer there are several functions to access disk drive memory (remember Mindsmeat?!), with the result of more processor time. Screen displays can be scrolled in two directions using the F keys; very handy for searching. The PC has only one exclusive feature; WALK, which runs a program step by step, allowing the user to trace bugs more efficiently.

Having had limited experience with machine code, I couldn't really use the two monitors to their full potential. The AR was incredibly easy to use, and contained a superb system which accepts either opcodes or mnemonics. Possibly the AR would be more suited to an experienced person, owing to the manual's weak explanation. The PC is ideal for a learner – the manual is helpful, and the price is low, but a good book on the subject would also be needed.

## 3) Backup Facilities/Loading Utilities

Whether you want to protect your home accounts files, or save your precious software collection (not condoned by Newsfield, incidentally), then the backup and loading utilities are a godsend. As far as the AR is concerned, a frozen program can be backed up in a whole variety of ways:

a) Tape – two speeds are available





here, turbo and superturbo (although reliable equipment is essential for the latter). The cartridge installs its own loader, so the cartridge needn't be present during loading.

b) Disk - three speeds for this option: Standard speed (30 seconds - yawn), turbo speed (15-20 seconds), and warp25. Now warp25 is a powerful beast, and therefore a special loader must be saved onto the disk in order to re-load (the loader occupies spare blocks in the directory). The fastest re-load I encountered was 4 seconds!!! However, the amount of programs per disk side is severely limited with this option.

After a backup, the program may be saved again (in another way if required) or restarted. A separate utilities section includes fast format, a sophisticated disk copier, and a versatile file copier (program, user, sequential, etc).

As for the standard slow loaders, their loading time can be substantially reduced using the RAM-loader option. Tape users can utilise the handy fastload module, which (using the cartridge) can decrease loading times by 40% or more. The function keys are appropriately defined, and incorporate load/save/directory and a whole host of other useful commands. The whole caboodle is simple and quick to use.

The PC's backup facilities fall behind those of the AR in two respects; speed and success rate. However, disks on average loaded 6-7 times faster than usual. The backup process itself is again very simple, both for tape and disk: just select the desired format from the menu.

There are a couple of minor quirks, such as not being able to restart the game after a backup (the computer resets). The tape fastload/save/verify is similar to that of the AR, although not as user-friendly. Also included is a novel little feature which displays the tape signal on screen.

Utilities are; Dload, Dsave, directory, format/program name alteration, initialisation, delete, validation, and drive reset. These are similar to the toolkit commands in many ways.

No doubt the sceptics are anxiously waiting for my views on this section with bated breath. The back-up functions, however reliable and fast, are always a temptation - personally I think insuring your software would be a better idea. For your own programs and software such as PD demos, the fastloading facilities on both cartridges are life saving, particularly for tape users. Again, it's difficult to fault the system. I do think, though, that these devices should not be banned purely on the merit of software piracy - it's a minor aspect of both cartridges. There! Bye, bye sceptics!

#### 4) Printer Functions

A versatile and labour-saving facility is the ability to output to a printer without having to enter

masses of code and data. The cartridges do just that, with many unique and handy commands. Compatibility (graphics wise) is also heightened.

The PC's 'hardcopy' mode is similar to the AR's screen printout option (see section 6). Any screen can be dumped to a printer, with the exception that any sprites present will not be printed (first person to write in and explain why will win Phil King's suspenders). The image can be reversed, enlarged, or shrunk. A number of toolkit orientated commands allow the user to: output to a huge variety of printers, change the graphics mode, upper/lower case adjust, extra linefeed, and port select. These adjustments can be activated using the specially defined function keys. There is also a diagram to aid any construction of printer cables.

The AR printer commands are marginally simpler, as it already has a separate screen dump mode. Extra functions include text expansion, and others identical to those outlined above.

Not actually owning a printer, I had limited time to review these particular sections. I was astounded by the intelligent shading technique, and the overall clarity (for both) was superb. The direct output made life a lot easier, and overall I was impressed. There is some confusion, however, if you don't have a full working knowledge of your printer's abilities.

#### 5) AR Pokes Utilities

As well as the sprite killer, the AR also allows pokes to be entered, by selecting E from the main freeze menu. This is a doddle to use, and the ubiquitous SYS call is not needed. The PC also has a pokes mode, via the reset, although a SYS is needed.

The AR can also develop pokes for games, with a very high success rate. The process is very simple: start a game, freeze it, and enter the current number of lives. The computer will produce a list of possible pokes. Restart the game, and lose a life. Freeze again, and hopefully the computer will have found the correct poke or pokes. This should be noted down for any subsequent use. This process can also be applied to time limits and ammunition. See the cartridge corner in the tips section for these.

Indirectly linked to pokes is the parameters system, which enables multiloop cassette software to be transferred on to disk. The parameters are, however, sold separately.

#### 6) AR Sprites And Graphics

Some of the AR's more practical (and very handy) features are the sprite and graphics manipulation facilities. The Sprite Killer allows you to disable sprite collisions in two ways; sprite to sprite collision, and sprite to background collision. However, this technique is applic-

able only to older software, as most games today use more sophisticated and less cumbersome methods. Also, it cannot be switched on again, so it can't be used merely to pass various obstacles (*Pitfall 2*, for example, has many enemies which could be sprite killed, but then it would be impossible to pick up objects).

The sprite monitor is a stunning and versatile tool. Selecting V from the freeze menu presents you with another menu, plus a row of sprites along the top of the screen. This row can be scrolled left or right, thus enabling you to view all the sprites in memory. The expanded sprite in the centre is the one ready for scrutinisation, but another sprite can be selected using the scroll keys.

This sprite can be altered in a number of ways; it can be erased (and brought back if accidentally erased), inverted (which produces a 'negative'), mirror (changing it laterally), or flipped (changing it vertically). Sprites can be saved to tape or disk, and loaded into other programs. If you own a sprite editor, it would be possible to save your creations and load them into other programs also! The sprite mode, hi-res or multicolour, can be toggled to suit the current sprite (*Renegade 3*, for example, uses a combination of the two).

Another useful (and fun) feature is the ability to utilise any still screen (be it a loading screen, end screen, etc). Firstly it can be saved to tape or disk, in a variety of formats to suit various art packages, including *Blazing Paddles*, *Koala*, *Advanced Art Studio*, *Artist 64*, *Vidcom*, and *The Image System*. A picture saved in blazing paddles format can be used in conjunction with the tape slideshow. This allows various screens to be viewed in sequence as the next loads in. It serves no purpose, and can only be used if the cartridge is present.

If the still screen was text, then the powerful text editor can be used to alter it. The cursor keys are used to position text, etc, lines can

be inserted/deleted, and the colours of the background and foreground can be changed. An indicator shows the row, column, and the text's whereabouts in memory. As mentioned earlier, the screen can be dumped to a printer, and the style and size can be adjusted accordingly.

Calling this section brilliant would be an understatement. Personally, I found the sprite monitor very handy, especially when designing my own graphics. Some people may find it redundant though. The screen save is great fun, and beneficial too - friends with different art packages could view your creations. How can I sum up this section. I know - absolutely superb.

#### Conclusion

It appears that we have two quality cartridges here, each showing an amazing array of practical, user friendly functions. Some features of the AR excel those of the PC, and vice versa. Taking into consideration the price tags, the PC represents unbelievable value for money. The AR, for what is on offer, is a little over-priced, and it's that which may deter some potential purchasers.

It would be true to say that the AR is geared more towards the professional user (hence the lack of detail in the manual), and the PC would be ideally suited to the novice or first time buyer.

If it is at all possible, I would recommend that you try before you buy, as the two cartridges are totally opposite in certain areas. It may be a matter of personal taste - I was biased towards the AR, until I discovered the price of the PC. These devices may not be on sale much longer, which is a shame, as I believe that the backup facility is outweighed by the other features. I would advise that you should buy that which you can afford, and for any pirates reading - you're wasting your time.



The ACTION REPLAY Mk VI costs £34.99 (inc p&p) from Datel Electronics Ltd, Fenton Industrial Estate, Govan Rd, Fenton, Stoke-On-Trent.  
The POWER CARTRIDGE is available for £14.99 (+£1.20 p&p) from Bitcon Devices Ltd, 88 Bewick Rd, Gateshead, Tyne And Wear, NE8 1RS.



# ♦♦ VIRGIN ♦♦ VIRGIN'S SANTA ♦♦ VIRGIN'S

FREE  
GAMES  
THIS  
WAY

Don't miss out on an extra special stocking this Christmas when Santa will be awarding the lucky winners with:

**5 FIRST PRIZES OF**

£1,000 worth of software of your choice, or an Amiga or ST plus £500 worth of software of your choice

**10 SECOND PRIZES OF**

£500 worth of software of your choice

**20 THIRD PRIZES OF**

£250 worth of software of your choice

**1000 RUNNER UP PRIZES TOO!**

Any one of the six Virgin Games arcade classics mentioned earlier.

**MAKE SURE SANTA  
VISITS YOU  
TWICE THIS YEAR!**

**HERE WE GO! ....**

Virgin Games have decided to become a Santa and hand out £30,000 worth of fabulous goodies. All you have to do to gain from Santa's generosity is to buy any three of these games:

**SHINOBI  
DOUBLE DRAGON II  
GEMINI WING**

**CONTINENTAL CIRCUS  
SILKWORM  
NINJA WARRIORS**

Simply collect three tokens - you'll find one in each game - and send them to Virgin Games. The prize draw will take place on 29th January 1990.

WIN  
£30,000  
WORTH  
OF  
PRIZES



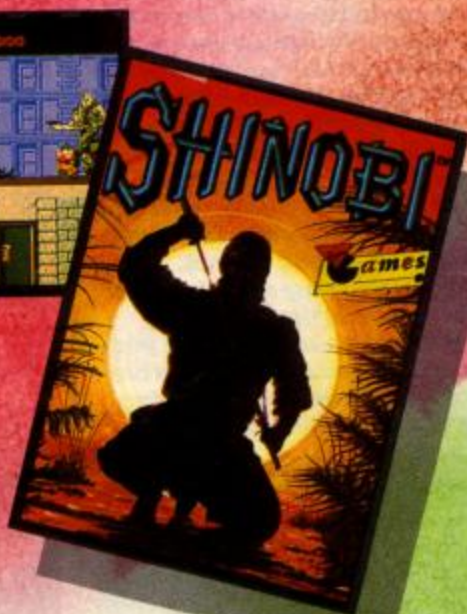
# SANTA VIRGIN'S SANTA VIRGIN'S SANTA

## discover why!



### SHINOBI

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.



### SILKWORM

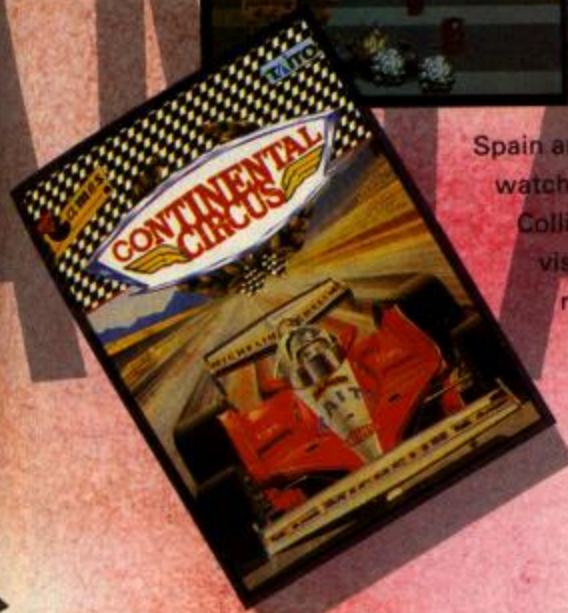
It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.



### CONTINENTAL CIRCUS

Compete in formula one races in Brazil, America, France, Monaco, Germany,

Spain and Japan. Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.



### GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.



### NINJA WARRIORS

Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum that dare infest your home town. A classic arcade conversion.

COMING SOON!



COMING SOON!

### DOUBLE DRAGON II

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.



### ALL AVAILABLE ON

AMIGA	£19.99
ATARI ST	£19.99
C64 DISK	£14.99
C64 CASS	£9.99
SPECTRUM CASS	£9.99
SPECTRUM +3 DISK	£14.99
AMSTRAD CASS	£9.99
AMSTRAD DISK	£14.99



VIRGIN GAMES  
2-4 VERNON YARD  
119 PORTOBELLO ROAD  
LONDON W11 2DX



## **action** **FIGHTER**

Firebird, C64 £9.99 cassette, £14.99 disk;  
Amiga £24.99.

**T**his must be the most obscure Sega coin-op since *Halls Of Kairos*, AKA *Desolator*. It lands you with the responsibility of completing five different missions for the President. To help you defeat the relentless enemy attack you have the world's most advanced transforming vehicle.

You start off with it in motor-



STU

Brilliant. The mean, laser-sharp contours of the artwork's car are really good. Of

course, the artwork has been used for at least one game before, so no bonus points for that. Which is a pity since the sensible idea of doing an updated *Spyhunter* has otherwise been fairly disastrous. On both versions graphic and sonic presentation is banal, while playability is frustrating and unrewarding.

bike mode, collect the A, B, C and D icons which float down the screen and you can trans-



▲ Collect six letters and you turn into a plane (C64)



OSIN

We're really beginning to scrape the barrel now in terms of coin-ops to convert (have you seen an *Action Fighter* coin-op around?) The 64 version is a fairly mediocre *Spyhunter* derivative with some neat cars, a great bike to car transformation scene and that's about all (the sound is instantly forgettable). Anything that is worth merit on the C64 is lost on the Amiga game with graphics nowhere near an average Amiga standard, likewise sound effects and a far too tough skill level.

form into a car. Pressing 'space' allows you to flip between them as necessary. The bike is fast, and can jump gaps in the road which would destroy the car, but then the car isn't blown up by the slightest touch from other vehicles. Collect E and F and it's jet-car time, flying off into the clouds to blast the swirling enemy aircraft waves. Here you have a mission objective which must be bombed or shot.

While zooming along in any of the vehicle's forms you may bump into a Sega van with add-on weapons such as double firepower, missiles, reverse firing and limited invulnerability.

64

**PRESENTATION 57%**

Same as the Amiga.

**GRAPHICS 41%**

Fast scrolling, but mediocre graphics and poor colour.

**SOUND 30%**

Inane tune and banal spot FX.

**HOOKABILITY 62%**

A bit easier than the Amiga one...

**LASTABILITY 32%**

... but gameplay seems no less monotonous.

**OVERALL 39%**

No wonder the coin-op never left Japan.

amiga

**PRESENTATION 57%**

Free poster on reverse side of instructions, but in-game presentation mediocre.

**GRAPHICS 38%**

Are you sure this isn't an Amstrad CPC port-across?

**SOUND 35%**

Are you really sure this isn't an Amstrad port-across?

**HOOKABILITY 60%**

*Spyhunter*-type gameplay is easy to get into...

**LASTABILITY 37%**

... but the appeal soon wears off.

**OVERALL 35%**

Not even Amstrad owners would be happy with this one.

## **Games!** **summer edition**

Epyx/US Gold, £24.99

**E**xactly one year after the 64 game (Issue 44, 49%) comes the 16-bit version of *Games: Summer Edition*. And as usual with Epyx it's being released out of season - what do you mean you thought December was the height of

summer? Well, only in the southern hemisphere!

Anyway, it's time to slip off your wellies and duffel coat again to play eight very summery events. One or two players can practise or compete in the extremely exhausting uneven parallel (asymmetric to most people) bars, rings, hammer throwing, diving, 400m hurdles,



STU

There may well be some nice graphical touches, but unlike Phil I was generally disappointed with presentation which looks more like a nice PC product than an Amiga one. Gameplay is unimproved, and it's a real shame there's not more head-to-head two-player options. I've never really been a fan of these sort of games, and this certainly hasn't converted me at £25.

pole vault, cycling, and the slightly more leisurely archery.



PHIL

As usual with Epyx, the presentation of *Games* is very good with different music for each event and some nice graphical touches. Sadly, as in the 64 version, the events themselves are very simplistic, requiring very little input from the player. Although this makes *Games* very easy to get into, its long term appeal is severely impaired.

**PRESENTATION 62%**

Okay intro and outro sequences, but heavy disk accessing.

**GRAPHICS 45%**

Good vector graphics on cycling, but otherwise disappointing.

**SOUND 60%**

Mellow Californian MOR tracks for each event.

**HOOKABILITY 53%**

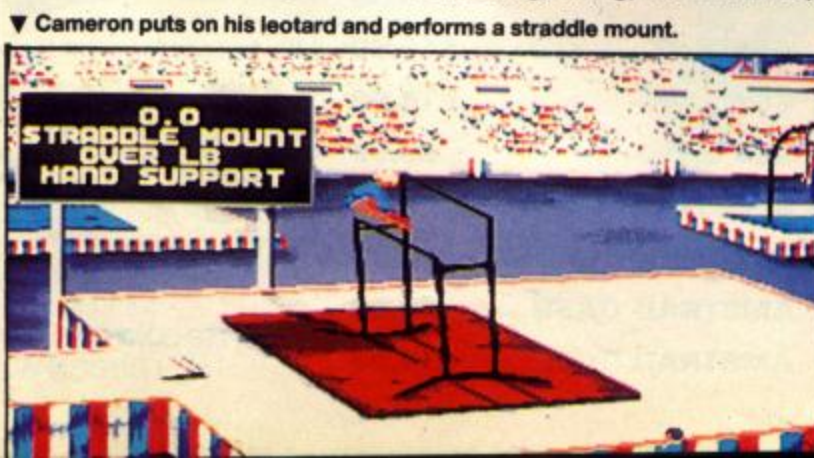
Ability to practice any of the events makes it instantly accessible...

**LASTABILITY 38%**

... but few of the events are much to write home about.

**OVERALL 46%**

A mediocre C64 sports game is little improved on the Amiga.



▼ Cameron puts on his leotard and performs a straddle mount.



# STYLER

# NORTH AND SOUTH



Wargames are my sort of thing and while **North And South** won't see SSI quaking in their combat boots it's certainly a thousand times more fun to play. The option screen is a joy to play around with, as switching on different options is accompanied by little effects and sounds. What's more the in-game presentation is superb with humorous graphic effects popping up all over the place. The strategy may be a little shallow but with three skill levels per side, four scenarios, and numerous other factors to select there are plenty of options to keep arcade fans and strategists busy.

▼ A divided nation at war, plan your brilliant strategies here.

Infogrames, Amiga £24.95

**T**he American Civil War – a time of hardship for the USA as brother fought brother in the main title fight of the 19th Century, Confederate versus Union, North versus South.

The great battle is played over the whole of North America with the Blues in the North corner and the Greys in the South corner. Choose the year that you want to start the game (1861-1864) and the skill level of the side you want to play (Corporal, Sergeant or Captain). The year of the battle dictates the situation for both sides (with the Union obviously getting a better deal towards the end of the war).

North and South is based around the idea of gaining land. Put the cursor on a unit you want to move and info flashes up showing how many soldiers, cavalrymen and cannons it has. If it's one of yours press fire and the states it can move to flash. The more land you control the more money you earn – fill up your safe and you get a bonus unit.

To collect your money you need control of at least two railway stations for the train to run between. Gaining more stations to earn more money, as well as destroying your enemy's money making is a prime objective. To take a station move a unit onto it. If it's already occupied the scene switches to inside the station. A brave 'volunteer' runs across the courtyard dodging dogs, leaping over dynamite and fighting the defenders. Beat all

this AND the timer and you gain control of the fortress station.

But if that proves too difficult you might try a bit of robbery. If you've got a unit in one of the states the enemy train runs through you might have an opportunity to board it. If you do your man is shown standing beside the railway track: jump onto a carriage then run forward, leaping the gaps and dodging the enemy soldiers. Get to the engine and you might steal enough cash to get another unit. Another way of getting money is to control the port in Virginia, where ships come, leaving a very handy combat unit.

All this is great fun but to get anywhere, plenty of men are needed for the combat scenes. When two armies meet it's off to battle with cavalry and cannons towing along behind. Best to use the cannon to soften up the enemy and send in the cavalry to mop up any survivors. Watch out for rifle toting troops – they're



good shots. If you don't want arcade combat, the strategy mode fights the battle automatically.



▲ Trading artillery shots in a battle over a crucial bridge.

This really is a gem of the game. The sheer variety of gameplay, the many excellent details, like the photographer taking a picture when all the options have been set: it all adds up to an utterly irresistible package. The basic mix of strategy and arcade action is excellent, and to add spice you can turn on options for Virginia Port and Indian attacks. In truth the strategy may not be that complex, but the great arcade sections and wealth of options should make this a prized part of your software collection.



## 64

No news as yet although it wouldn't be impossible to convert.

## update

**PRESENTATION 96%**

Well polished with a great sense of humour and plenty of options.

**GRAPHICS 93%**

Cartoon graphics lifted straight from a comic book.

**SOUND 87%**

Suitable tunes and very neat spot effects.

**HOOKABILITY 90%**

Compared to all other strategy games this is unbelievably easy to get into.

**LASTABILITY 91%**

Three skill levels together with four battle periods ensure long term play.

## OVERALL 90%

A fresh and offbeat arcade approach to the Civil War.



## KICK OFF

Anco, C64 £9.95 cassette, £14.95 disk

**E**re we go again. Six months after Amiga Kick Off comes the 64 version.

As before, you can play against the computer or another



ROBIN

The playability of the Amiga game won the day but on the C64 it just doesn't get started. Technically it's pretty appalling: sound effects are weak while the graphics suffer from ropey animation and the glaring presence of sprite flicker. I thought the Amiga game was riddled with (unimportant - Ed) bugs but the C64 version has even more AND a heavy dose of unplayability. To my mind, MicroProse Soccer wipes the floor with this.

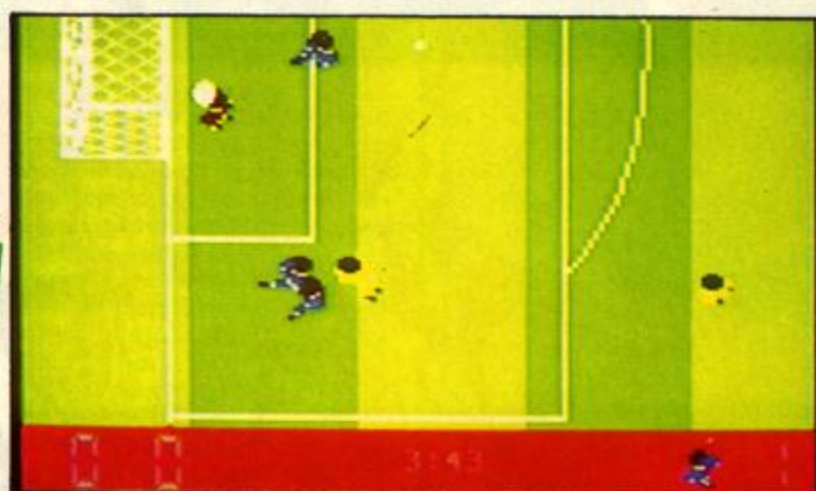
player in a friendly match, or alternatively up to eight teams (human or computer controlled) can compete in the international league. There are also options to practice skills and penalties, as well as changing the length of matches (from 5 mins per half to 45!).

The most obvious difference between this and the Amiga game becomes apparent as soon as you start a match.



As far as I'm concerned the only similarities between this and Amiga Kick Off are the play options and the name! Otherwise it's a completely different game and an inferior one at that. The change to a horizontal pitch wouldn't have mattered if the gameplay hadn't been

spoilt by the inability to pass properly. This omission reduces play to blasting the ball up the field and running after it. For me this simply isn't Kick Off.



▲ It's all change for the C64 version, and unfortunately not for the better.

Instead of playing up and down, the teams play left/right with the pitch scrolling to follow the action. Other changes include the inability to stop and pass, and the omission of the 'radar' screen.

### PRESENTATION 82%

All the options of the Amiga game.

### GRAPHICS 42%

Flickery, slow-moving sprites.

### SOUND 31%

No tunes, sparse effects.

### HOOKABILITY 34%

Frustrating and too little skill involved.

### LASTABILITY 40%

Good league option, but basic game flawed.

## OVERALL 37%

An inferior 64 footy game.

## Sporting Triangles

CDS, C64 £9.99 cassette, £14.99 disk

**C**entral TV's answer to A Question Of Sport has been computerised. Like

on the telly, three players (any of them human!) compete in seven rounds of sports questions,

▼ A trio of sportspeople sport sportswear.



Press fire CAMEROON to throw the die.



STU

Seeing as Sporting Triangles contains over 2,500 questions I was surprised to see the same ones popping up time after time. Worse still they take hours to load in for every game, while the 'yes or no' answering system allows scope for cheating. Still, Sporting Triangles does manage to emulate the TV show in one way - it's extremely boring!

each contestant specialising in one sport.

Throw the dice and away you go around the triangular board - your question depends on which colour you land. Answering is by you simply telling the computer whether you got it right or not. In addition to normal questions there are special Hit For Six, Jigsaw, and Quickfire rounds.



STU

I can't say I'm much of a sports fan and was completely bamboozled by virtually every question I had in a contest with Phil. And as even ZZAP!'s resident sports junkie couldn't get far I can confidently say this is one for fans only. Technically the game is little less disappointing with unimaginative graphic presentation.

### amiga

The Amiga game is expected very soon.

### update

### PRESENTATION 36%

Awful question loading, a few options.

### GRAPHICS 32%

Dull, static screens.

### SOUND 27%

Hardly any apart from the neat theme tune.

### HOOKABILITY 21%

The extremely slow loading will send you to sleep...

### LASTABILITY 29%

...and when you eventually get to play, you'll soon feel drowsy again!

## OVERALL 27%

Worse than the TV show!





▲ Relaxing by a lake – well, fishing is sooo boring!

# CABAL

Ocean, C64 £9.99 cassette, £14.99 disk.

**N**ot the game of the Clive Barker book, that's Nightbreed, but rather the conversion of a somewhat obscure coin-op. As always with arcade games the plot is a little thin on the ground. A US commando or two have been selected for a high-risk mission: penetrating 20 static-screen levels to destroy the Enemy's base.

Before you can admire the first of the pretty, albeit non-moving background screens you come under attack. Your man is at the bottom of the screen with a gunsight cursor floating before him. Push the joystick left or right and both man and cursor move accordingly. Push up or down and only the cursor moves, hold down fire and you can move the cursor any which way without the man moving. Bullets are unlimited, unlike grenades which can take out tanks, helicopters, buildings, and people who look at you the wrong way.

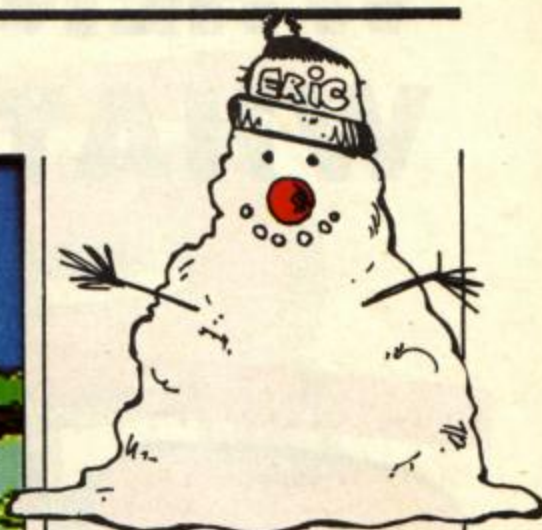
Thrown out of the wreckage come icons to land at the bottom of the screen. Walk over to pick up extra points, grenades, or mega weapons such as a bazooka or a machine gun (lost when you lose a life). The aim of the game is to destroy so many



▲ Take cover behind the concrete blocks!



You soon forget the lack of smoothly scrolling backgrounds once you, and a friend, get involved in the bloody, and almost overwhelming combat. Gameplay this fast and furious shrugs off accusations of simplicity and unoriginality; it's great fun, period. The backgrounds are colourful, but lack the detail you'd expect of static screens. The sprites more than make up for it though: the main sprite has real character, well animated with some dramatic poses. Enemy tanks and soldiers are equally impressive, and while sound is limited to the usual bangs-and-booms this is a top-notch product, well worth the asking price.



enemies that a blue bar turns completely blood red, moving you onto the next screen.



To be honest I didn't expect much of **Cabal**, despite the traditionally great Wakelin cover art the game looked set to be a rather feeble **Op Wolf** clone. But once you actually start playing doubts are swept away. The action is fierce and relentless. Running left to right, from cover to cover, while all the time blasting away at the enemy soon has you bathed in sweat. It's neat how you're constantly torn between watching over your man at the bottom of the screen, and moving the gunsight cursor usually near the top. In my opinion it's a more playable game than **Op Wolf** and gives **Thunderbolt** a pretty tough run for its money as well.

**amiga**

An Amiga version is expected on November 6 for £24.99.

**update**

## PRESENTATION 76%

Good title screen, two-player and keyboard options.

## GRAPHICS 82%

Great sprites but disappointing backgrounds.

## SOUND 65%

Okay title music, but no in-game tune and only average FX.

## HOOKABILITY 94%

You can't have much more simply addictive fun than this.

## LASTABILITY 77%

20 screens, but not much variety in the attack waves.

## OVERALL 89%

A good, solid blast-'em-up!



**WHEN YOU KNOW  
WHAT YOU WANT...**

# **COMPUTER SHOPPER SHOW**

**NOVEMBER 24 - 26, ALEXANDRAPARK**

The Computer Shopper Show exists for one purpose – and one purpose only. For you to get a great deal on the hardware, software and peripherals you want to buy. It is, quite simply the biggest display of computing bargains under one roof – ever!

We have a whole host of special features to help you decide exactly what equipment you need. And with

over 100 exhibitors committed to giving you the very best value, we've made it easy for you to be sure of getting the best buys. We've even arranged on-site credit facilities to make sure you don't miss out on any of the special deals that will be available **ONLY** at the Computer Shopper Show.

On anything to do with the PC (including Amstrad or any IBM clone), Amiga, Atari ST, Sinclair, Commodore or



# COMPUTER SHOPPER SHOW 89

ALEXANDRA PALACE

Alexandra Palace,  
Wood Green, London N22  
10am - 6pm Friday, November 24th  
0am - 6pm Saturday, November 25th  
10am - 4pm Sunday, November 26th

**...AND YOU  
WANT A GREAT DEAL!**

Acorn/BBC – you will save an absolute fortune at the Computer Shopper Show.

Or just cut out the voucher and present it at the entrance to the Show. It's worth 50p off every ticket you buy or four pounds off a family ticket. Put the Computer Shopper Show in your diary right now. There's a great deal waiting for you at the Computer Shopper Show.



**50p OFF**

This voucher is worth 50p per person off the price of admission to the Computer Shopper Show 1989. It is, alternatively, worth £4 off a family ticket.

Only one discount per person is allowable.  
Photocopies are not valid

A840



# STUNT CAR

## racers

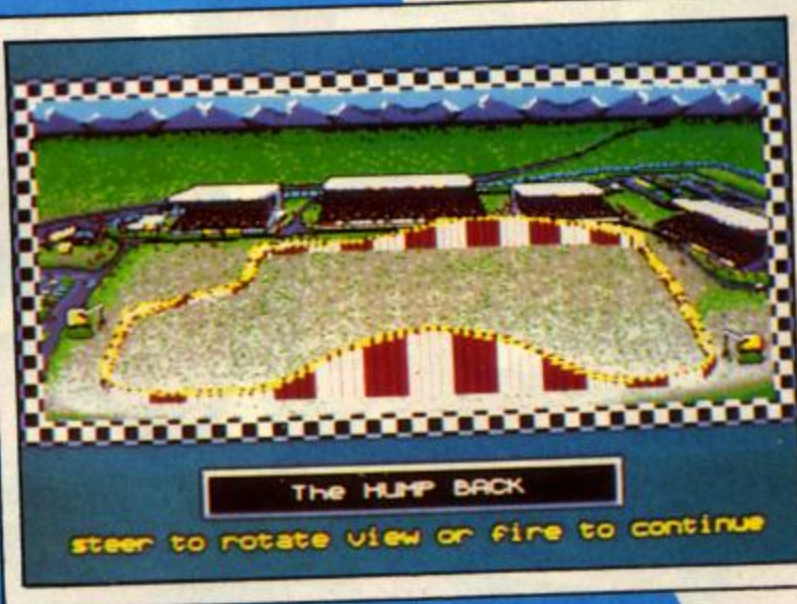


MicroStyle, £9.99 cassette, £14.99 disk; Amiga £24.99

● The rollercoaster ride of a lifetime!

The world's first official motor races were held in France in 1895, and the speed-blurred trip from there to 1989 is well covered in the manual. But it's the future that holds most excitement. The 1990s see all sorts of chemicals fill the petrol tanks of racing cars. New, super-efficient engines, nitrous injection, and 'sticky' tyres mean 1998 racers can accelerate at over 1G, or 0-60 mph in two seconds! With such incredible car performance, attention turns to the racing tracks. In 2006, 500ft elevated 'stunt tracks' with massive ski-jumps are introduced.

By 2008 the tracks have become unbelievably dangerous, but you're not scared, are you? After all, a fair proportion of your body is synthetic, and dropping down to Division Four



▲ A hump Quasimodo would be proud of (Amiga)

▼ The crane lifts your car onto the track as your rival zooms into the lead (C64)



should make for a really easy first couple of races, shouldn't it?

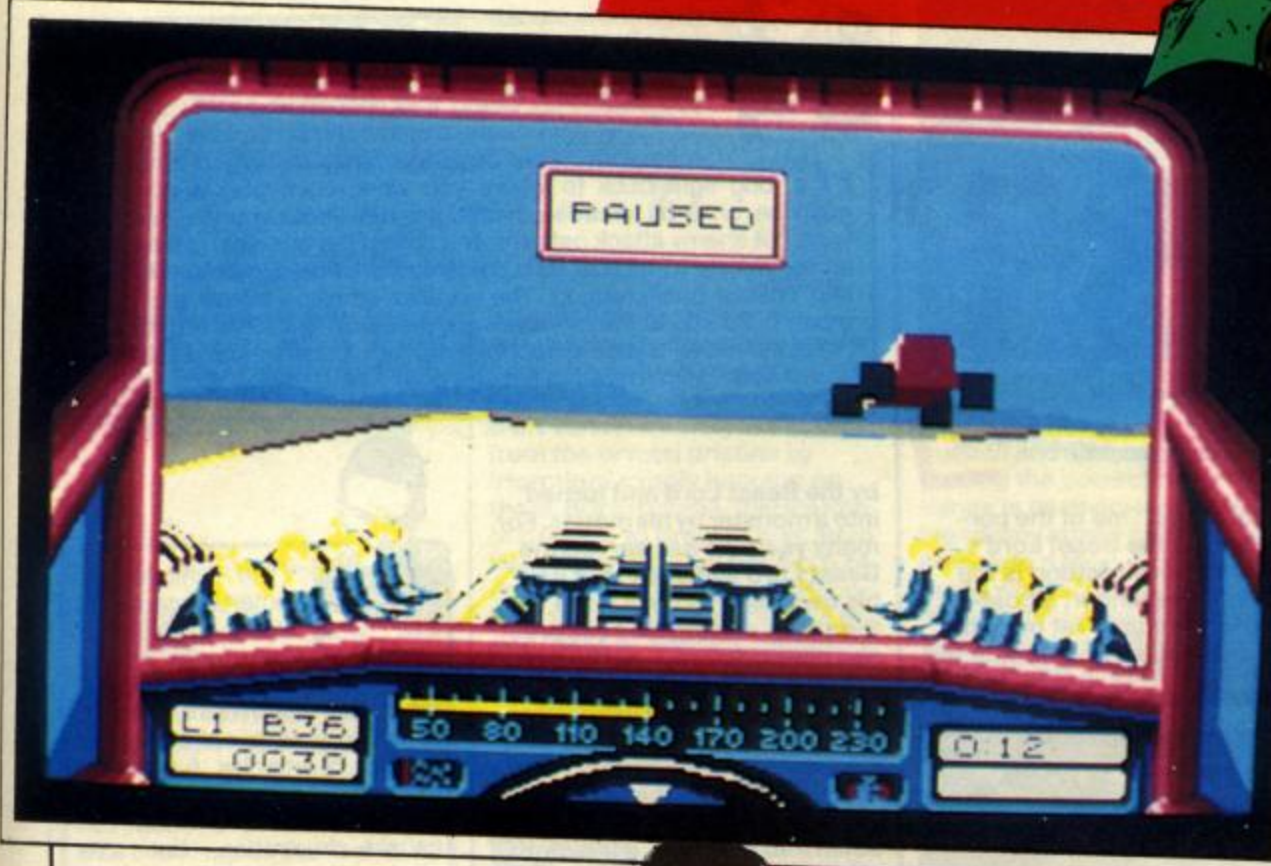
Control of your supercar is relatively simple. Pushing forward on the joystick gives acceleration, pulling back brakes or – if you're at 0 mph – reverse (useful if you're dropped back on the track just before a big jump). Once the joystick has been pushed forward the car will continue to accelerate unless you brake. Pressing fire shoots nitrous into the engine, making flames come out of the exhausts for super-acceleration, but you've only got a limited amount.

Your car will automatically follow the road, unless it's airborne – as is often the case – but that doesn't make it easy! The dashboard has all the usual dials: speed, laptime and distance from your competitor, plus a chassis crack! This is at the top of the screen, and lengthens during hard landings and tight corners – if it reaches the right-hand side, the car's wrecked and you retire (giving extra points to your opponent). There's also structural damage, shown by holes, which stays with you throughout the season



This is one of the most exhilarating racing games I've ever played. The solid 3-D tracks move amazingly fast: akin to riding on a rollercoaster. But even better, you literally fly over jumps and come crashing down with a thump, the car wheels bobbing up realistically, only to bounce up into the air again. And when you crash, it's really spectacular as the whole world seems to spin around before you hit the ground in a cloud of dust. I lost count of the times I wrecked my car, but the game is so much fun to play that it never got at all frustrating. And with eight tortuous tracks and a whole host of different computer drivers – who all have their own driving styles – you should be kept playing for months.





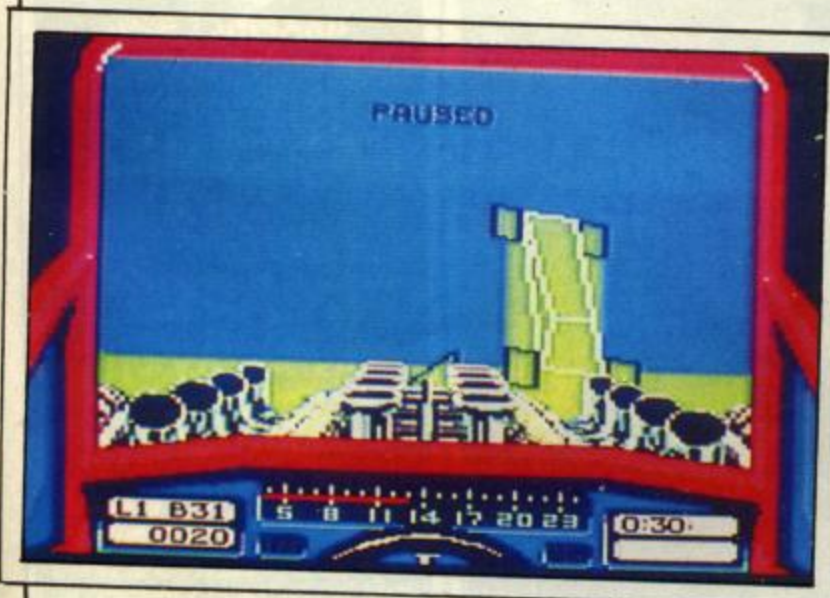
(unless you're in 'easy' Division Four).

Your objective is to win Division One. There are four divisions, each with three drivers and two tracks. There's also a Super League for Division One Champions. This League takes you right back to the bottom of Div Four, but both you and your opponents can now accelerate much more quickly, with higher top speeds. A racing season

Despite all those imminent, mega-hyped coin-op conversions of race games, it's unsurprising that the most imaginative is an original game. Racing on a nausea-inducing, rollercoaster race track is the sort of lunacy you might expect of a British programmer. But could anyone but Geoff Revs Crammond make it this believable? The race track and competitor car move perfectly – at last a C64 game with solid 3-D vector graphics to boast about! But beyond the first race, there's a big range of competitors and tracks all crammed – unbelievably – into a single load. Quite simply awesome. And while the Amiga isn't so technically amazing, it's just as playable and compulsive.



▲ Watch out for low-flying cars! (Amiga)



▲ Witness the thrills and the spills of stunt racing (C64)

I've always looked to Geoff Crammond to deliver the goods – who can forget *Revs* and the classic *The Sentinel*. Geoff hasn't been around the scene of late, but now he's really surprised us all with what must be one of the best racer games this year (looks like that's going to be a common phrase this year), and all this with next to no hype. The C64 game is obviously the most remarkable program with speed easily comparable to the Amiga game and a highly effective illusion of speed. I'd have liked more than one opponent to race against in the races to give it that much more of a race feeling. But as it stands *Stunt Car Racer* provides immense fun as you leap over obstacles, jump gaps and burn round corners with no thought for safety or margins of error – great stuff!

involves six races – at the end, the driver at the top of the division is promoted. You get two points for a win, one for the fastest lap time.

Any of the tracks can be practised, although there is no opponent to race against. Your game position can also be saved, as well as a Hall of Fame with the fastest lap times. If a season is going badly you can choose to 'replay', going back to your last save position.

There is also a multi-player mode. Up to eight players can participate, racing against computer opponents for the highest position. If you load in a single-player game position in the Super League, then you have access to all eight tracks and the superraces! The whole thing can, of course, be saved.

## 64

### PRESENTATION 98%

Thick manual with good racing history and hints, plus an amazing amount of options (see review).

### GRAPHICS 95%

Solid 3-D track graphics may not look amazing, but they move incredibly fast. The flaming engine and bouncing wheels are great too.

### SOUND 85%

Effective engine revving stuff.

### HOOKABILITY 94%

Very simple to get into...

### LASTABILITY 95%

...but winning a race is tough, making winning the league a substantial challenge.

## OVERALL 94%

The C64's technical boundaries get pushed back even further by a brilliant new game.

## amiga

### PRESENTATION 98%

Same as the C64, plus simultaneous two-player mode if you've got a friend with an ST or Amiga and the right cables.

### GRAPHICS 91%

Good, solid 3-D graphics move as fast as could be desired. Interlevel screens only okay.

### SOUND 82%

Good engines roar, plus lots of nice touches like a useful creaking chassis crack. No tunes though.

### HOOKABILITY 91%

Harder than the C64, but incredible playability still draws you in...

### LASTABILITY 94%

...and the league keeps you playing.

## OVERALL 92%

A highly original and very playable race game.



# SHADOW OF THE BEAST

Psygnosis, Amiga £34.95

**T**he temple Necropolis casts a horrific shadow across its alien world. The courtyard is regularly sluiced with blood from the mass slaughter of humans at its sac-

rificial stone. One of the participants in the Beast Lord's appalling blood-letting is the warrior-messenger, a goat-headed creature. Yet once he was an innocent child, abducted

▼ The door in the tree leads to a huge, nasty-infested cavern.



▼ That huge monster isn't going to get my goat.



In one way the £35 price tag is almost justified, the game is so tough and long-winded you need that price to force you back. Play **Beast** well enough and it rewards you with new opponents, but starting again takes 90 seconds with disk access and compulsory intro tune. And it's a long fight back to where you were. Gameplay is no great advance on 8-bit arcade-adventures; run about, punch baddies, work out enemy attack patterns and collect the goodies. But the 350 screen map is 16-bit size, as is presentation with a superb soundtrack and brilliant backgrounds. The parallax scrolling above ground is great, but some of the monsters are mediocre. Initially the price and difficulty make **Beast** disappointing, but persistence reveals an above average game, if not a mega one.

by the Beast Lord and turned into a monster by his mages. For many years he has served the Beast Lord selflessly, but now his own parents have gone to the stone, stirring long suppressed memories...

You are the goat-warrior and your quest is bloody vengeance. You start on an empty plain with the Beast Lord's airships floating overhead. To the left there's a tree with a doorway to take you down into a cavern, a labyrinth of platforms, ladders and all sorts of monsters. Also here are some keys, which might be useful for the labyrinthine castle to the right.

You start off with twelve lives which can very easily be lost. As you explore more lives can be found, along with 'don't touch' levers, a laser gun and a jetpack. Some weapons, such as an electrical bolt last only a set time and must be used on the right monster if you're to progress. Get far enough and you'll find potions which restore all your lives, but it's no easy task to find them.



'The ultimate in entertainment software' turns out to be a large, but not massive arcade

adventure which mainly consists of timing your punches against masses of enemies. A very high level of difficulty substitutes for any real depth. At first this causes frustration, but after playing the game for quite a while it began to grow on me. A real sense of achievement comes from completing a section, and with five huge zones and a total of 350 screens, completing the game is an immense challenge. Although not quite the mega-game expected, **Beast** is beautifully presented and extremely playable.

**64**

No plans as yet for a C64 version.

**update**

## PRESENTATION 88%

Free T-shirt, good loading screen and plot details during frequent disk access. Wait when you die maddening.

## GRAPHICS 92%

Excellent backgrounds, but many of the 132 monsters are blandly coloured and animated.

## SOUND 97%

Superlative pipe-like David Whittaker soundtracks which vary according to situation.

## HOOKABILITY 74%

Amazing graphics draw you in, but tough gameplay and lengthy disk accessing put you off.

## LASTABILITY 88%

A big challenge, more due to tough opponents and no save option than size, but may prove too frustrating for some.

**OVERALL 83%**

Very nice to look at, very tough to play and very expensive!



# STORMLORD

Hewson, Amiga £19.99

**W**hen the damsels in distress are as buxom and underdressed as those in *Stormlord* risking life and limb for their rescue requires little



ROBIN

I'm honestly surprised how well *Stormlord* has come across in the process of conversion.

The gameplay is still inherently 8-bit, but 16-bit graphics come into their own with wonderful sound effects to match (the crackling of the fire is so atmospheric and the Maniacs music is superb). Dig deep into the game and there may not be great depth to it, but presentation is wonderful and playability extremely high.

explanation. Suffice to say around five faerie maidens have been imprisoned on each of the game's six levels (two more than 8-bit versions). They are freed from the crystal prisons by Stormlord simply jumping on them. But of course, there's lots of baddies to prevent that, from beautifully detailed flocks (?) of dragons to skeletons to caterpillars. In addition there's keys to find, bees to distract, flames to



ST

After playing this so much on both Speccy and C64, I didn't expect to be too surprised by the Amiga one, but I was! The graphics are wonderful, the flickering of 'shadow' around fire lamps on the castle, the way the faeries' hair moves when their crystal prisons bounce, the detail is great. Sonix are no less impressive, the buzzing bees and wolf whistle in FX mode, or the Maniacs Of Noise soundtrack, are hard to choose between. Playability has been tweaked too, making it easier to get into than the superb C64 one. Highly recommended.

▲ Close your eyes, Mary Whitehouse!

quench and umbrellas to utilize. Finding the correct order to do things is as important as learning enemy attack patterns. If you complete a level, there's a sub-game where Stormlord blows a limited number of kisses at faeries flying overhead. When a kiss touches a faerie she cries, and her tear can be collected for extra lives.



**PRESENTATION 82%**

Great loading screen and nice attract mode.

**GRAPHICS 92%**

The first two levels are superb, with brilliant attention to detail. Thereafter there isn't too much new.

**SOUND 94%**

Great soundtrack, amazing sound FX!

**HOOKABILITY 90%**

Good difficulty grading keeps you coming back to more to get that much further...

**LASTABILITY 84%**

... but six levels aren't easily going to be beaten.

**OVERALL 86%**

The best 16-bit damsel rescuing game yet!

# DOGS OF WAR

Elite, Amiga £19.99

**A**lthough the title evokes visions of poodles with popguns, in *Dogs Of War* you (and an optional partner) are mercenaries.

Choose your mission from an international dozen. Before the fighting starts both players have



PHIL

*Dogs of War* is essentially an *Ikari Warriors* variant, improving on that game with the superb range of weapons and multi-directional scrolling. Although hardly innovative, the simple shoot-'em-up gameplay is very addictive and (as always) more fun with two players.

The trouble is, all the missions play much the same, and the action eventually gets repetitive.

several thousand credits to spend in the armoury. Weapons include various pistols, rifles, machine guns, rocket launchers, grenades, and even a flamethrower. You can buy more than one weapon (and switch between them during play) but you'll need to buy plenty of appropriate ammo.

The action itself is shown from

overhead, the play area first scrolling upwards then left, up, right etc. Enemy soldiers swarm in, firing machine guns and throwing grenades while additional hazards include mines, jeeps, and gun turrets.

64

No plans for a 64 version.

update

**PRESENTATION 80%**

Good weapons selection screen.

**GRAPHICS 72%**

Effective sprites and varied backgrounds.

**SOUND 63%**

Banal tune livened up with screams and gunfire.

**HOOKABILITY 76%**

Tough to start off with, but very simple...

**LASTABILITY 81%**

... a dozen missions provide some variety.

**OVERALL 77%**

Straight-forward military massacring from the comfort of your favourite armchair.



ROBIN

I really liked this one, lots of violence and mega-hard weapons. The bullet-spitting

mini-gun is great fun, as are the rocket launchers for taking out gun turrets and tanks. It could get a bit boring on your own, just inching up the screen against a relentless enemy onslaught, but I liked it. A sort of *Leatherneck II* by the same programmer, Steve Bak, this is great mindless fun.





**D**reamTracks are the entertainment craze of the 21st century, storing memories of exciting events or fantasies and replaying them for consumers. DreamTracks recreate the exact sensations of events, the smell and even the taste of them as much as the sight and sound. But by their very success DreamTracks have led to abuse and corruption.

The Dreamers whose memories, and fantasies, are stored on the Tracks are implanting subliminal messages to make consumers buy certain products. More recently political messages which add up to virtual thought control are being hidden in the Tracks. One ex-Dreamer, Chadd, sets out to destroy a particularly dangerous Track stored in a High Security building. He asks his girlfriend to walk in and get the Track, while he infiltrates the



▲ Level three and a missile has locked onto the fleeing bird-like creature.

# Interphase

Imageworks, Amiga £24.99

● Tomorrow's cyberpunk computer games today!

I'm honestly surprised that this type of game hasn't been done before. The combination of sheer blasting action and brain-bending puzzles doesn't clash awkwardly but merges together to make for one deceptively demanding game. The feeling of being within a computer system is wonderful, much better than the movie *Tron*, with a claustrophobic feeling of flight between layers of computer systems. The strange, very surreal logic devices moving with amazing smoothness around the system, and the neat Blueprint of each level, make a truly fascinating game. The problem side of the game is akin to an adventure game and the arcade element is a considerable challenge in itself (not including the object manipulation side of it) and yet it doesn't fall between the two stools.

Haunting music or *Starglider 2*-style sound effects would have really made for a special game but otherwise *Interphase* is weird and wonderful.



computer to deactivate all the security systems.

The computer's programs are represented not by numbers, but complex 3-D graphic icons. The windows, icons and pointers of the WIMP Amiga interface have been replaced by fast moving 3-D landscapes. The databanks of various systems are now represented by abstract shapes rather than names on a pull-down menu. Dock with one and you can access the data. And while you

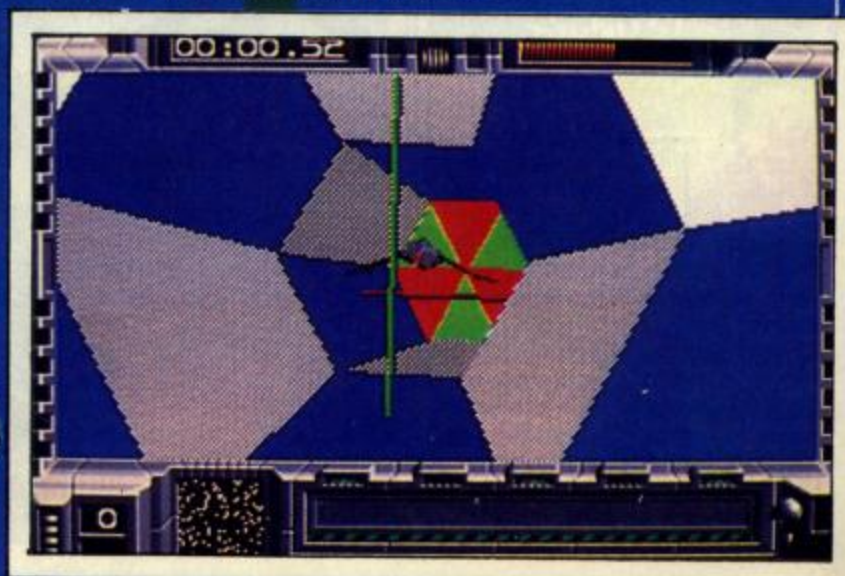
search through the interphase, security systems in the shape of attack fighters zoom after you.

The game starts with you entering the building through a tunnel-like datastream; touch the walls or the mini-datas-treams forming bars and you lose energy. You emerge in black space. Above and below you are coloured squares which you fly through to other levels.

Various weird graphics dot the landscape, while attack ships blast at you. Press the spacebar and you can use the mouse to click on one of the options on the control panel.

Your girlfriend sends you messages to tell you if she's in trouble. To start off with she's blocked by a door. After reading her message you can call up a Blueprint map of the floor she's

▼ Flying through the datastream to level one.





on. Zoom in to find the door, then lock your navigation system on it. Exit from the map and arrows flash to show whether you have to go up, left or wherever. Eventually you find a green cube in a gray frame. This is the sub-program controlling the door. Shoot it and the door opens. Your girlfriend walks through, is spotted by a TV camera and fried by a robot. Maybe you should have turned the TV camera off first!



▲ The tractor beam is holding a red camera control program; drop it in the gray frame (upper right) to turn the camera on.

Initially it all seems completely bewildering, but persistence soon reveals the basic simplicity of the game structure. Level one can then be solved quite easily: 'Is that all there is?' I wondered. Level two is much more of a challenge though, the simple game ideas interlocking to make a good puzzle. On top of that, switching off cameras, turning turntables etc requires you to fly through lots and lots of enemy fire. The traditional shoot-'em-up skills of quick shooting and knowing when to recharge your energy are vital. Level three has a slightly different landscape, a starglider-like enemy ship, and more tough puzzles.

This is a classic game likely to keep you playing long after those coin-op conversions have lost their appeal. Don't miss it!



# Interphase



If you should need to lock the opened door, you can go to a workshop to pick up a green cube. Put a tractor beam on it and, if you replace it in the grey frame, the camera is re-activated. Other security systems to work out include turntables

(which change the direction the robots go), pressure pads, electrified floors, and lifts. To complete a level you must get the girl to the lift, then fly through the datastream tunnel to level two. (This is where you can save the

game.)

Some of the levels take a lot of thinking to work out, others rely more on blasting fleets of enemy fighters. The game's flexibility is immense!



Cyberpunk SF crosses **Bladerunner** with **Tron**, and this is perhaps the truest computer game version of it yet. The plot closely resembles the bit in the **Max Headroom** movie where Theora deactivates security systems for reporter Carter. But **Interphase**'s real achievement is the flawless combination of a great plot, an excellent shoot-'em-up, and intriguing puzzles into one astounding game. The concept is just perfect, and the execution is great. The graphics are superb, fast and imaginative (watch out for the toad on a unicycle on level two) although the sonics are limited to spot FX. This is one of the most exciting and original games I've seen in a long while, and I'll be playing it long into the night. I only hope work on **Interphase 2** has begun!



64

No plans for a C64 game.

update

## PRESENTATION 82%

Nice packaging and save/load facility, but a digitized biker putting on helmet is a weird and wasteful intro.

## GRAPHICS 91%

Fast, and smoothly animated vector graphics establish an excellent atmosphere.

## SOUND 65%

Poor intro tune and good spot FX.

## HOOKABILITY 82%

Initially a bit confusing, but once grasped the original concepts are marvellously simple.

## LASTABILITY 95%

12 increasingly tough levels to get to the DreamTrack, plus some strange new creatures.

## OVERALL 93%

An extraordinary new game which you must try!



MAKING  
A FAST BUCK  
CAN BE HELL...

# RETROGRADE

By Apex Software



**The Retrograde:** a vicious and lethal bounty-hunter out to loot a hostile system's treasure of diamond crystals even if he has to blow the place apart!  
Level upon level of horizontal and vertical scrolling mayhem, over and under ground.  
Be Retrograde, the stalking, flying death dealer!

**CBM 64/128 Cass:£9.99 Disk:£12.99**

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berks RG7 4QW Tel: (0734) 8172

THALAMUS







# PREVIEWS

Brought to you by the mystery male voice choir member

## LOGOTRON EYE OF HORUS

Walking like an Egyptian and flying like a bird is Horus, the hawk-headed star of Logotron's *Eye Of Horus*. The Amiga game, and a great comp, was mentioned in last month's Word and the C64 game is looking just as good.

Horus is battling against the evil god Set in a 44-location pyramid. The hieroglyphics on the pyramid walls come to life as Horus approaches, turning into potent attack waves. To defend himself Horus can transform into a swift flying hawk and collect magic items, such as a hawk statue which gives him a mini-hawk to spit out more bullets. Cairo capers should out soon for £9.99 on cassette, £14.99 on disk.

## CLOUD KINGDOM

Moving in on the lucrative cutesy game market and following in the wake of titles like *Bubble Bobble*, *New Zealand Story*, and *Rainbow Islands* comes *Cloud Kingdom* (working title at the moment). Programmed by Dene Carter (author of *Druid* and *Druid 2 - Enlightenment*) it's an 8-way scrolling platform game with that ever popular, simple but frustratingly addictive feel to it. With 32 levels, plus loads of things to collect and dodge, *Cloud Kingdom* has been touted as a *Super Mario Brothers* beater. With a release on the Amiga and 64 early in 1990 we'll just have to wait and see.



▲ The U-shaped Collar Of God on the left will free a man's soul from his body - ie invincibility.

▼ Cute, cheerful and very addictive - Logotron's *Cloud Kingdom*



## Digital Magic Software

### DRIVIN' FORCE

Just when you thought it was safe to place bets on the Xmas No. 1 racing game, along comes another to really throw your judgement. Although lacking the hype of other games, *Drivin' Force* looks impressive. Take part in a racing league or knockout system racing against the best in the world on motor bikes, trucks, even Jet skis for the bonus tracks.

From what we've seen of *Drivin' Force* it could well be the dark horse of the racing pack this Xmas with speeds approaching coin-op quality, bags of graphics throughout four terrains (jumps, slippery roads, logs and all) and five different times of day to race through.

▼ Digital Magic's supercharged race game, *Drivin' Force* (Amiga)



▲ The follow-up to *Dragon's Lair* moves as good as it looks - Empire's amazing *Space Ace* (Amiga)

▼ The next game from the Bitmap Bros - an isometric arcade RPG. Your objective is to solve a murder! (Amiga)



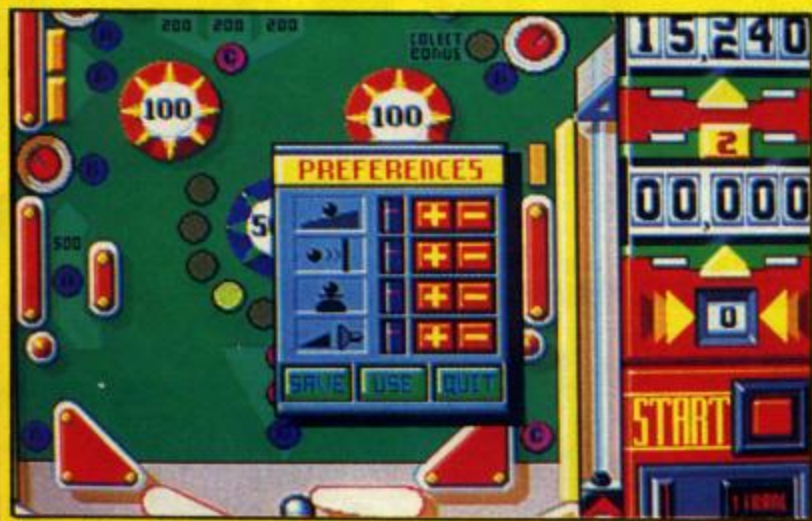


# US GOLD

The 64 pictures appeared last month, now take a look at the Amiga shots of *Turbo Out Run* which is looking infinitely better than its predecessor. If it's anything like the 64 version it should go down a real treat this Xmas in the rush for the No. 1 slot.

Ego trip for Michael Jackson the film may be, but *Moonwalker* the game draws near. Take a gander at the 64 piccy here and judge for yourself whether it's BAD or bad.

Other big name coin-op titles planned for conversion next year include Capcom's *U.N. Squadron* (see the arcades section this issue), *Dynasty Wars*, and the hit Sega coin-op *Golden Axe*.



▲ Very big in France, or so they say – US Gold/Loriciels' *Pinball Magic* (Amiga)



▲ Michael Jackson undergoes metal surgery as he transforms into a robot in *Moonwalker*.



▲ Amiga *Turbo Out Run* burning across the icy roads of America.

# GREMLIN

No less busy this winter, the Green Gremlins unleash a flood of unleaded software for your delicacy. Amongst the pollutant-free tidal wave of stuff is *Footballer of the Year 2* (with ball tactics, players to look after, and all the fun of the terraces – no prizes for guessing what it's the sequel to), *Ultimate Golf* (linked with Greg 'The Great White Shark' Norman), the boozeful and energetic *John Lowe's Ultimate Darts*, brain-bending *Mindbender* (Deflektor 2 – pictured here on the Amiga), *FOFT 2*, *Axel's Magic Hammer*, *Switchblade*, *Skidz*, and *Rally Simulator*. What no *Ramrod*???

▼ No, the players aren't firing lasers at each other, it's a tactical screen from Gremlin's *Footballer Of The Year II*.



# ELECTRONIC ARTS

Electronic Arts aren't a company to bust a gut aiming for the Xmas deadline, but nonetheless they're going to be entertaining us with a host of releases in the late months of '89. Here we see a 64 preview of *Sentinel Worlds* (pictured here), a sci-fi role playing game with three worlds to investigate and space, the final frontier, to explore. *Sword of Twilight* (next issue), *Populous 2* (Amiga), *Keef the Thief* (Amiga), *The Hound of Shadow* (Amiga), *Dragon Wars* (C64) (reviewed next issue), *Lakers vs Celtics* (64) are all destined for your computer screen in the next few months as well as the BIG EA titles: *688 Simulator* and *Starflight* to be released for the Amiga around Xmas time.



▲ On one of the many *Sentinel Worlds*, exploring a building.



# Emlyn Hughes



NOW AVAILABLE  
FOR AMIGA AND  
ATARI ST, £19.95

## INTERNATIONAL



**GAME OF  
THE YEAR!**

Winner of CCI Oskars for  
**BEST SPORTS SIMULATION  
and BEST GAME OF THE YEAR**

The best... incredibly realistic

**ZZAP64**

The best football game ever

**Commodore Computing**

The best ever... an amazing product

**Computer & Video Games**

The best Spectrum football game ever

**Sinclair User**

**Commodore £9.95 Tape, £12.95 Disk**

**SPECTRUM £9.95 tape, £14.95 disk**

(SPECTRUM + AMSTRAD, £9.95 TAPE £14.95 DISK)

# Audiogenic

Audiogenic Software Limited, Winchester House,  
Canning Road, Harrow HA3 7SJ, England

Order by phone on 01 861 1166





**THE MOST EXCITING  
FILM OF THE YEAR  
NOW FOR YOUR HOME MICRO.**



**ROBOCOP OUT NOW**

"This is definitely the best film tie-in to date, and is an utterly superb game in its own right - don't miss it!"

IN ALL GOOD HIGH STREET VIDEO STORES £9.95 (certificate 18)

# ROBOCOP™

THE FUTURE OF LAW ENFORCEMENT



## LONGEST RUNNING No 1

computer game is back on the climb for Christmas - The metal man takes no prisoners in the pursuit of thrilling action -

**PLAY THE COIN-OP  
FIRE UP THE COMPUTER GAME  
PART MAN ... PART MACHINE  
ALL COP ... ROBOCOP**

ROBOCOP. TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM  
**£8.95**  
COMMODORE  
**£9.95**  
AMSTRAD

# ocean